

THE  
GAME OF DRAUGHTS  
—  
HILL'S SYNOPSIS



NEW EDITION

**STANDARD WORKS ON CHECKERS.**

*3rd Edition now ready, handsomely bound in cloth, gilt, price \$1.00 net*

**THE GAME OF DRAUGHTS:**

**58 HISTORIC AND MEMORABLE MATCHES,**

FROM ANDERSON & WYLLIE'S GREAT MATCH, 1847.

REMARKABLE GAMES, by Mr. M. J. KEAR. Miscellaneous Games, The whole interspersed with Historical, Biographical and Critical Notes. By JOSEPH GOULD.

An American Section of Matches and Miscellaneous Games, by Mr. CHARLES HEFTLER, Chicago : to which is added an Appendix of Match and Other Games, selected to illustrate Brilliant Strokes and Scientific Play. The whole forms a collection of Games and Matches that has never been equalled ; and no player, advanced or learner, should be without a copy, as the book is a library in itself. 306 pages, pocket size.

*3rd Edition, handsomely bound in cloth, gilt back & cover, price \$1.00*

**CHECKERS:**

**GOULD'S CRITICAL POSITIONS, PROBLEMS AND GAMES.**

This celebrated Problem Book contains Sections contributed by Dr. Brown, Messrs. Drinkwater, Fred. Allen, F. Dunne, J. A. Kear, the late John Robertson, and other noted Problemists, interspersed with Notes on the Positions, by JOSEPH GOULD.

To which is added Wray's wonderful "Bridge Position Problems." never before published in any work on the game.

With an Appendix, containing corrections and improvements of play, by Mr. J. RICHARDS, of Penzance

This work gives the Masterpieces of the greatest Players, Analysts and Authors, and is full of astounding and interesting situations, which makes it the most wonderful work ever published on the game. The end-games are most scientific and instructive.

*Now Ready, 12mo., paper cover, price 25 cents.,*

**HILL'S POCKET MANUAL OF THE GAME OF DRAUGHTS,**

Fifth Edition, with portraits : containing how to play the Popular Openings, minutely described, with variations, instructions to learners, the standard laws, theory of the move, elementary positions, early "traps," problems to illustrate scientific play on end-games, stroke positions, etc., by JAMES HILL.

\*\* Order through any bookseller, or will be mailed free on receipt of published price by

**F. WARNE & Co., Publishers, 36 E. 22nd Street, New York City.**

**RICHMOND'S**  
**SINGLE CORNER AND ALMA**  
OVER 150 VARIATIONS.  
WITH APPENDIX OF CORRECTIONS.  
SECOND EDITION.  
PRICE 50 CENTS.

HILL'S SYNOPSIS  
OF  
DRAUGHTS OPENINGS

THE THIRTY STANDARD OPENINGS COMPACTLY  
ARRANGED FOR HANDY REFERENCE.

BY JAMES HILL,

AUTHOR OF "HILL'S POCKET MANUAL," ETC.

FIFTH EDITION.

LONDON :  
E. MARLBOROUGH & Co.,  
51, OLD BAILEY.

NEW YORK :  
FREDERICK WARNE & Co.,  
36 E. 22ND STREET.

MIDDLESBROUGH :  
J. GOULD & SONS, PRINTERS AND PUBLISHERS, 24, SOUTH STREET.  
1908.

## INDEX.

	PAGE.
Instructions to Learners .....	iv.-vi.
Two-Move Restriction.....	vii.-viii.
Standard Laws.....	ix-x.
Ayrshire Lassie.....	11
Alma.....	12
Boston Cross.....	13
Bristol (24-20 line).....	14
Bristol (22-18 line).....	15
Bristol-Cross .....	16-17
Black Doctor.....	18
White Doctor.....	18
Centre.....	19
Cross.....	20
Denny.....	21
Defiance.....	22-23
Double Corner.....	24
Dundee .....	25
Dyke.....	26-27
Edinburgh.....	28
Fife.....	29
Glasgow.....	30-31
Kelso Exchange:.....	32
Kelso.....	33
Laird and Lady.....	34
Maid of the Mill.....	35
Old Fourteenth.....	36
Paisley.....	37-38
Second Double Corner.....	39
Single Corner.....	40
Souter.....	41-42
Switcher.....	43-44
Whilter.....	45-46
Will o' the Wisp.....	47-48
White Dyke.....	49

## P R E F A C E .

IN reprinting this work, it has been subjected to a careful and thorough revision ; at the same time new and improved games and popular variations have been incorporated.

After close upon five and twenty years' varied practice at the pastime, the author has no hope of producing a perfectly accurate treatise on the Game of Draughts—that can never be accomplished. But every precaution has been taken to avoid errors that experience and painstaking research could overcome, and the play as near as possible brought up to the present day.

Younger generations of players will always be seeking for a short-cut to proficiency. The surest and shortest way to proficiency is by constant practice with a keen, stubborn, and experienced old player ; the beginner will learn more of the tricks and traps of the game from him, than any *one* work will ever contain. Still, a book is absolutely necessary for his methodical evolution from a novice to an expert.

Many tyros are under the delusion that experts employ some mysterious mathematical rule by which they can win or draw at will. There never was, nor ever will be, such a rule ; if there were, Draughts would have ceased to be a pastime long before the days of Plato.

The path that leads to proficiency is not a dreary one—for the novice will find many intellectual beauties in the pastime. The object of this treatise is to lead him along the right paths, to save him from dashing down the wrong lanes, and puffing and blowing round the wrong turnings, until, as one lost in a maze, he abandons the race in despair.

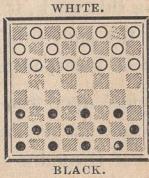
The author is under deep obligations to MR. J. H. BAILEY, of London, for valuable assistance in arranging new play for the present edition and correcting such errors as appeared in former editions.

*London, December, 1908.*

## INSTRUCTIONS TO BEGINNERS.



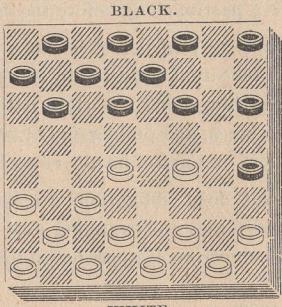
Numbered Board.



Men Placed for Play.

It will be seen that the Black men occupy the squares from 1 to 12; White men, 21 to 32. Black **ALWAYS** moves first. To readily understand the method of play, take the Bristol-Cross trap: Move the man on 11 to 16, the (White) man on 23 to 18, the (Black) man on 16 to 20, the man on 24 to 19, the man on 8 to 11 (see diagram No. 1). Now, the man on 19 to 15 (Black must always jump), 10 to 19, then 18 to 14; again he must jump 9 to 18, White 22 to 8, 4 to 11, 27 to 24, 20 to 27, and White jumps over the 3 men *via* 31 to 24, 24 to 15, 15 to 8, and by this stroke gains a king and a man to his advantage, enough to win easily. By the rules, White must not take his hand off the piece until he has captured all 3 men.

DIAGRAM NO. 1.



White to move and win.

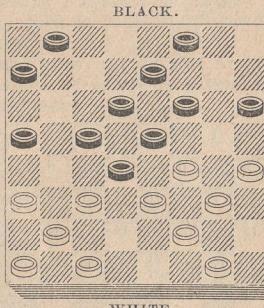
The figures 1, 2, 3, 4, and letters *a*, *b*, *c*, *d*, etc., placed beside the trunk game, show how the play may be varied at these points. It greatly assists a beginner to number the squares of his board as shown on previous page, and by playing over a few games every day, the numbers soon become fixed in the mind. The word "TRUNK" in draughts phraseology means the main game. The variations (1), etc., branch from this trunk as limbs branch from the trunk of a tree.

Now, as a further illustration we will play over game No. 39—Old Fourteenth—in the usual tabulated form: Move the man on

B. 11 to 15	w. 22 to 17	15 to 18	28 to 24	9 to 14	13 to 6
w. 23 to 19	b. 4 to 8	24 to 20	8 to 11	*31 to 26	2 to 9
b. 8 to 11	w. 1-17 to 13	11 to 15	26 to 23	<i>a</i> -6 to 9	26 to 22

and now 9 to 13, which is a plausible and natural move, loses, thus: (see diagram No. 2) 22 to 17, 13 to 22, 20 to 16, 11 to 20, 21 to 17, 14 to 21, 23 to 14, 10 to 17, 25 to 2, *via* the long jump 25 to 18, 18 to 11, 11 to 2, White thus gets a king and wins by force of position.

DIAGRAM NO. 2.



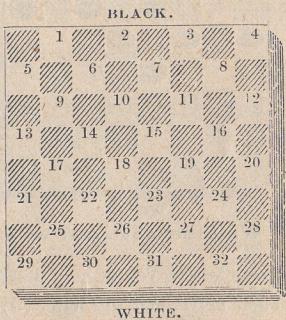
White to move and win.

The figure (1) shows where White may make a variation, the note (\*) means the only sound move, and the letter (*a*) is to indicate a minor variation. For instance: if Black had not exchanged men by 6 to 9, and instead had moved 3 to 8 or 5 to 9, White would have moved 21 to 17, and won two pieces for one.

The novice should not be discouraged by this intricate sacrifice of men, and say to himself : " Why, I could never attain to that perfection to see at a glance when and where to sacrifice a man ; " for he may be reasonably sure that Juan Canalejas, the Spanish author, in whose treatise (1610) we have the earliest record of this artistic stroke, had very likely been in the habit of playing 32 to 28, 3 to 8, 21 to 17, and only drawing. Then one day going home, he secretly analyzed the position, hit upon the sacrifice of the 3 pieces, and the next day sprung it upon his antagonist, to the admiration of his cronies and his own gratification.

Many of the most brilliant wins in the history of Draughts have had some such inception, and an entertaining chapter might be written on the origin of these seemingly spontaneous conceptions; notably, the famous 47th game between Wyllie and Yates.

Therefore, the tyro should regard these examples in the game in the same light as the rule-of-three—that is a puzzle to the pupil, but simple to the master, and with perseverance, study and familiarity, these "shots" will so become to the Draughts novice.



## THE TWO-MOVE RESTRICTION EXPLAINED

This Restriction was introduced by the English and Scottish Draughts Associations in order to obviate repetition in opening games, so that players might be compelled to adopt original lines of play, and thus rely more on their skill than on memory in playing.

The system of deciding what openings shall be played is as follows: In commencing to play there are seven possible moves for Blacks to make and seven possible replies for Whites, thus forty-nine Openings could be formed by these combinations. It was however considered that six of the Openings so formed were untenable, thus leaving forty-three as the recognised Standard Openings. The rejected ones are 9-14, 21-17; 10-14, 21-17, 9-14, 23-18; 10-14, 23-18; 11-16, 23-19; 12-16, 23-19.

The method of deciding which Opening shall be played is by ballot, thus: write on separate pieces of paper all the possible moves for Black, namely 9-18, 9-14, 10-14, 10-15, 11-15, 11-16, 12-16. put them into a bag and then draw one out.

The White moves—21-17, 22-17, 22-18, 23-18, 23-19, 24-19, 24-20—are treated in the same manner, and the two moves drawn out form the Opening and must be played, but should one of the untenable moves—such as 9-14, 21-17—be drawn the ballot must again be resorted to.

The Ballot may form any of the following Book Openings, an extended analysis of which is given in the British Draughts Player and Lees' Guide.

—o—  
*How the Two-Move Restriction runs into the Book Openings.*

- 11-15, 23-19, followed by 8-11, 22-17, 3-8 forms Alma.
- 11-15, 24-20, is Ayrshire Lassie.
- 11-15, 23-19, followed by 8-11, 22-17, 9-13, 17-14, 10-17, 19-10, 7-14, forms Black Doctor.
- 11-15, 22-17, followed by 9-13, 17-14, forms Boston.
- 11-16, 24-20, forms Bristol.
- 11-16, 23-18, forms Bristol-Cross.
- 11-15, 23-19, followed by 8-11, 22-17, 15-18 forms Centre.
- 11-15, 23-18, forms Cross If followed by 8-11, 27-23, 11-16 it forms Slip Cross.

#### THE TWO-MOVE RESTRICTION.

11-15, 23-19, followed by 9-14, 27-23 forms Defiance.  
10-14, 22-18; 10-14, 24-20; 10-14, 22-17; 10-14, 23-19; 10-14,  
24-19, all form Denny.  
9-14, 22-17; 9-14, 22-18; 9-14, 24-19; 9-14, 24-20; 9-14, 23-19,  
all form Double Corner.  
11-15, 22-17, followed by 8-11, 17-13, 4-8, 25-22, forms Douglas.  
12-16, 21-17; 12-16, 24-20; 12-16, 22-17; 12-16, 22-18; 12-16,  
23-18; 12-16, 24-19, all form Dundee.  
11-15, 22-17, followed by 15-19, forms Dyke.  
9-13, 21-17; 9-13, 22-18; 9-13, 24-19; 9-13, 24-20; 9-13, 23-18;  
9-13, 23-19; 9-13, 22-17, all form Edinburgh.  
11-15, 23-19, followed by 9-14, 22-17, 5-9, forms Fife.  
11-15, 23-19, followed by 8-11, 22-17, 11-16, forms Glasgow.  
11-15, 23-19, followed by 7-11, 22-17, 9-14, forms Glasgow-Whilter.  
10-15, 21-17; 10-15, 23-18; 10-15, 22-17; 10-15, 22-18;  
10-15, 23-19; 10-15, 24-19; 10-15, 24-20, each forms Kelso.  
11-15, 23-19, followed by 8-11, 22-17, 9-13, forms Laird and Lady.  
11-15, 22-17, followed by 8-11, 17-13, 15-18, forms Maid of the  
Mill  
12-16, 22-18, followed by 8-12, 25-22 forms Milbury.\*  
10-14, 22-18, followed by 11-16, 25-22, is also given as Milbury  
in the International Match Book.  
11-15, 23-19, followed by 8-11, 26-23, forms Sailor.  
11-15, 23-19, followed by 8-11, 22-17, 4-8, forms Old Fourteenth.  
11-16, 24-19, forms Paisley.  
11-15, 22-17, followed by 8-11, 25-22, forms Pioneer.  
11-15, 24-19, forms Second Double Corner.  
11-15, 24-19, followed by 15-24, 27-20, forms 27-20 Second Double  
Corner.  
11-15, 22-18, forms Single Corner.  
11-15, 22-18, followed by 15-22, 26-17, forms 26-17 Single Corner.  
11-15, 23-19, followed by 9-14, 22-17, 6-9, forms Souter.  
11-15, 21-17, forms Switzer.  
11-15, 23-19, followed by 8-11, 22-18, forms Tillicoultry.  
11-15, 22-17, followed by 9-13, 24-20, forms Wagram  
11-15, 23-18, followed by 8-11, 18-14, forms Waterloo.  
11-15, 23-19, followed by 9-14, 22-17, 7-11, forms Whilter.  
11-15, 23-19, followed by 7-11, 22-18, forms Whilter-Exchange.  
11-15, 22-17, followed by 8-11, 17-14, forms White Dyke.  
11-16, 22-18, followed by 10-14, 25-22, 8-11, 24-20, 16-19, 23-16,  
14-23, 26-19, forms White Doctor.  
11-15, 23-19, followed by 9-13, forms Will-o'-the-Wisp.

\*Milbury is not in the books on the Game, and the opening moves are variously given in the Record of the Great International Match played in America in 1905. In addition to the above, the opening moves are there given as 11-16, 22-18, 8-11, 25-22, 4-8; 9-13, 23-18, 5-9, 26-23, 11-16, and 9-13, 24-19, 11-16, 22-18, 5-9.

#### ANDERSON'S STANDARD LAWS.

1. The Standard Board must be of light and dark squares, not less than fourteen and one-half inches, nor more than sixteen inches across said squares.
2. The board shall be placed so that the bottom corner square on the left hand shall be black.
3. The Standard Men, technically described as Black and White, must be light and dark (say, red and white, or black and white), turned, and round, and not less than one and one-eighth inch, nor more than one and one-fourth inch in diameter.
4. The men shall be placed on the black squares.
5. The black men shall invariably be placed upon the real or supposed first twelve squares of the board; the white men upon the last twelve squares.
6. Each player shall play alternately with black and white men, and lots shall be cast for the colour, once only, viz., at the commencement of a match, the winner to have the choice of taking either black or white.
7. The first move must invariably be made by the person having the black men.
8. At the end of five minutes (if the move has not been previously made) "Time" must be called in a distinct manner by the person appointed for the purpose; and, if the move be not completed on the expiry of another minute, the game shall be adjudged as lost through improper delay.
9. When there is only one way of taking one or more pieces, "Time" shall be called at the end of one minute; and if the move be not completed on the expiry of another minute, the game shall be adjudged as lost through improper delay.
10. Either player is entitled, on giving information, to arrange his own or opponent's pieces properly on the squares. After the move has been made, however, if either player touch or arrange any piece without giving intimation to his opponent, he shall be cautioned for the first offence, and shall forfeit the game for any subsequent act of the kind.
11. After the pieces have been arranged, if the person whose turn it is to play touch one, he must either play it or forfeit the game. When the piece is not playable, he is penalised according to the preceding law.
12. If any part of a playable piece be played over an angle of the square on which it is stationed, the play must be completed in that direction.
13. A capturing play, as well as an ordinary one, is completed whenever the hand is withdrawn from the piece played, even although two or more pieces should have been taken.

14. When taking, if a player remove one of his pieces, he cannot replace it; but his opponent can either play or insist on his replacing it.

15. Either player making a false or improper move shall instantly forfeit the game to his opponent, without another move being made.

16. The "Huff" or "Blow" is (before one plays his own piece) to remove from the board any one of the adverse pieces that might or should have been taken. But the Huff or Blow never constitutes a play.

17. The player has either the power to Huff, compel the take, or to let the piece remain on the board, as he thinks proper.

18. When a man first reaches any of the squares on the opposite extreme line of the board, it becomes a King, and can be moved backwards and forwards as the limits of the board permit (though not in the same play), and must be crowned (by placing a man on the top of it) by the opponent; if he neglect to do so, and play, any play shall be put back until the man be crowned.

19. A Draw is when neither of the players can force a win. When one of the sides appears stronger than the other, the stronger party is required to complete the win, or to show to the satisfaction of the umpire or referee at least a decided advantage over his opponent, within forty of his own moves—to be counted from the point at which notice was given—failing in which, he must relinquish the game as a draw.\*

20. Anything which may tend either to annoy or distract the attention of the player is strictly forbidden—such as making signs or sounds, pointing or hovering over the board, unnecessarily delaying to move a piece touched, or smoking. Any principal so acting, after having been warned of the consequence, and requested to desist, shall forfeit the game.

21. While a game is pending, neither player is permitted to leave the room without a sufficient reason, or receiving the other's consent or company.

22. Any spectator giving warning, either by sign, sound, or remark, on any of the games, whether played or pending, shall be ordered from the room during the match, and play will be discontinued until such offending person retires.

23. A match between equals, wins and draws to count, should consist of an even number of games, so that each player may have the first move the same number of times.

24. Either player committing a breach of any of these laws must submit to the penalty, and his opponent is equally bound to exact the same.

25. Should any dispute occur, not satisfactorily determined by the preceding laws, a written statement of the facts must be sent to a disinterested arbiter, having a knowledge of the game, whose decision shall be final.

\* This rule is the cause of many disputes, but it is rarely applicable to 4 Kings against 3, or 3 Kings against 2.

## MODEL GAMES

WITH CONCISE NOTES.

### Game No. 1.—AYRSHIRE LASSIE.

Played between James Wyllie and C. Pickering, of Baltimore, Canada.

11 15	10 28	14 18	8 11	15 19	23 27
24 20	3-21 17	22 17	31 27	27 24	32 23
1- 8 11	11 15	18 22	6 9	19 23	18 27
+28 24	17 13	17 14	13 6	12 8	6 10
2- 4 8	9 14	10 17	2 18	3 19	14 18
23 19	4-25 21	21 14	17 13	24 6	10 15
12 16	6 10	15 18	7 10	5 9	18 23
19 12	29 25	26 17	24 19	6 2	15 19
15 18	1 6	18 22	11 15	9 14	22 26
22 15	25 22	27 24	19 16	2 6	Drawn.

(1) 9-14 may be played at once, then 22-18, 15-22, 25-9, 5-14, 29-25, 6-9, 25-22, draws.—See Game No. 19, 13th move.

(2) 9-13, 32-28, 3-8, 23-18, 15-19, 24-15, 10-19, 18-15, 11-18, 22-15, 8-11, 15-8, 4-11, 27-23, 6-10, 23-16, 12-19, etc., draws.—C. H. Freeman and J. Wyllie.

(3) 25-22, 11-15, a-27-23, 8-11, 29-25, 6-10, 21-17, 9-14, 17-13, 1-6, 31-27, 14-18, 23-14, 10-17, 27-23, 17-21, 23-18, 5-9, etc., also draws.

(a) 26-23, 8-11, 23-18, 6-10, 27-23, 9-14, 18-9, 5-14, 30-26, 1-5, 22-18, 15-22, 26-17, \*10-15, 17-10, 7-14, 29-25, 5-9, drawn.

(4) 25-22, 6-10, 29-25, 8-11, 27-23, 1-6, 25-21, 14-18, 23-14, 10-17, 21-14, 6-9, 13-6, 2-25, 30-21, 15-18, 31-27, 11-15, b-27-24, 5-9, \*21-17, etc., draws.

(b) 20-16, 5-9, 27-24, 9-13, 24-20, 7-10, 16-11, 15-19, 11-8, 10-14, B. wins.

## Game No. 2.—ALMA.

11 15	11 16	11 18	13 22	2 7	30 28
23 19	26 23	23 7	19 16	3 10	27 11
8 11	7 11	16 30	12 19	6 15	Drawn.
22 17	30 26	7 3	3 12	29 25	
3 8	2-15 18	9 13	4 8	22 29	
1-25 22	3-22 15	4-24 19	12 3	31 26	J. Lees.
(1)	26-23, 11-16, 17-14, 9-18, 23-14, 16-23, 27-11, 10-17, 21-14, 8-15, *30-26, 6-9, 26-22, 9-18, 24-19, etc., draws.				
(2)	9-14, *24-20, 15-24, 28-19, 11-15, 20-11, 15-24, 27-20, 8-15, *20-16, 12-19, 23-16, 14-18, *29-25, 18-23, 26-19, 15-24, 16-11, 5-9, 17-13, 24-28, 22-18, 10-14, 18-15, 1-5, etc., W. wins.—G. Whitney.				
(3)	23-7, 16-30, 31-26, 30-23, 27-18, 11-15, 18-11, 8-15, 7-3, 12-16, 32-27, 16-20, 17-13, 9-14, 22-17, 6-10, 29-25, 1-6, 27-28, 20-27, 25-22, 6-9, 13-6, 2-9, etc., B. wins.—Joseph Brown.				
(4)	17-14, a-6-9, 24-19, 9-18, 19-16, 12-19, 3-12, 19-23, b-12-16, 1-6, 16-11, 6-9, 28-24, 2-6, 11-15, etc., draws.—J. Tonar.				
(a)	8-11, 24-20, 4-8, *20-16, 11-20, 14-10, 6-15, 31-26, 30-23, 27-4, W. wins.—J. Lees.				
(b)	28-24, 1-6, 24-20, 6-10, 31-26, 18-22, 26-19, 22-26, 19-16, 26-31 *27-24, 30-26, etc., draws.—R. Fraser v. H. Shearer.				

## Game No. 3.—ALMA.

11 15	15 24	6 10	8 15	9 14	12 16
23 19	28 19	22 17	13 9	24 19	7 11
8 11	2-10 14	4- 9 14	12 16	16 23	16 20
22 17	17 10	18 9	9 6	26 19	11 16
3 8	6 24	5 14	2 9	4 8	23 27
25 22	22 18	5-31 27	21 17	7 3	32 23
11 16	1 6	11 15	14 21	8 12	28 32
27 23	29 25	20 11	23 7	3 7	23 19
1- 7 11	3-24 28	15 18	15 18	18 23	32 27
24 20	25 22	17 13	6-27 24	19 15	Drawn.

Wyllie and Richmond.

(1) 16-20, 32-27, 7-11, 19-16, 12-19, 23-7, 2-11, 26-23, 9-14, 24-19, 15-24,  
28-19, 11-15, 22-18, 15-22, 19-16, 10-15, 17-10, 8-12, 16-11, 15-19,  
23-16, 6-15, etc., draws.

(2) 9-14, 22-18, 11-15, 18-11, 8-24, 20-11, 24-28, 29-25, etc., W. wins.

(3) 6-10, 25-22, 24-28, 22-17 same as trunk.

(4) 2-6, 17-13, 10-14, 26-22, 14-17, 21-14, 11-15, 20-11, 15-19, 23-16, 8-15,  
18-11, 9-25, 30-21, etc., W. wins.—Reed beat Priest.

(5) 26-22, 11-15, 20-11, 15-19, 23-16, 12-19, \*17-13, etc., draws.

(6) 7-3, 9-13, 3-7, 18-22, 26-17, 13-22, 7-11, 16-20, 11-15, 22-25, 15-18,  
25-29, 18-22, 4-8, etc., draws.—Barker and Martins.

## Game No. 4.—BOSTON-CROSS.

11 15	1-28 19	3-15 18	30 26	16 20	10 7
23 18	2-11 15	s-17 13	12 16	22 17	26 22
8 11	27 24	11 16	24 20	20 27	7 2
T-18 14	5 9	31 27	3 7	17 10	6 10
9 18	21 17	16 23	20 11	27 31	2 7
24 19	7 11	26 19	7 16	21 17	10 15
15 24	25 21	10 15	26 22	31 26	7 10
22 8	9 14	19 10	4- 2 6	25 21	22 26
4 11	29 25	6 15	5-27 24	15 19	Drawn.

J. Drummond.

(T) Forms the opening, which is generally conceded to be slightly in favour of the black side.

(1) 27-20, 5-9, 21-17, 9-14, 25-21, 11-15, 28-24, 7-11, 26-23, 15-18, 32-27,  
3-7, 24-19, a-18-22, 20-16, 11-20, 19-15, 10-26, 17-3, 12-16, 30-23, 2-7,  
3-10, 6-15, drawn.—J. Smith.(a) 11-15, 30-26, 15-24, 20-16, 12-19, 27-20, 18-27, 31-15, W. wins.—  
J. Smith. A neat shot(s) 24-20, 11-15, 32-28, 15-24, 28-19, b-18-23, 25-22, 3-8, 17-13, 8-11,  
22-18, 6-9, 13-6, 2-9, 26-22, 28-27, 31-24, 14-23, 21-17, 23-27, B. wins.  
—Drummond.(b) 10-15, 19-10, 6-15, 17-10, 18-23, 26-19, 15-24, 21-17, etc., draws.—  
J. Hill.

5 9	*32 28	7-11 16	27 24	6 9	29 25
25 22	15 24	22 17	16 20	17 13	14 17
9 13	28 19	13 22	8-*21 17	9 14	25 21
26 23	6- 7 11	25 18	20 27	18 9	10 14
11 15	30 25	1 5	31 24	5 14	*19 15

Allen.

Drawn.

(3) 3-8, 26-23, 6-9, 25-22, 9-13, 31-27, 2-6, 23-18, 14-23, 27-18, 6-9,  
\*32-27, 1-5, 27-23, 9-14, 18-9, 5-14, 30-25, 15-18, 22-6, 13-29, 6-2,  
29-25, \*2-7, 11-15, 19-10, 8-11, drawn.—F. Dunne.(4) 2-7, 13-9, 16-20, 9-5, 20-24, 27-20, 18-23, 20-16, 23-26, 16-12, 26-30,  
12-8, 7-10, 8-3, 30-26, etc., W. wins.—Martins.

(5) 22-17, 15-19, 17-10, 6-15, 13-9, 16-20, 9-5, drawn.—A. D. P.

(6) 10-15, 19-10, 6-15, 27-24, 12-16, 24-20, b-7-11, 21-17, 15-19, 29-25,  
19-26, 30-23, 1-6, 17-14, 16-19, 23-7, 2-26, drawn.—F. Allen.(b) 15-19, 20-11, 19-26, 30-23, 7-16, 21-17, 2-7, 17-14, 16-19, 23-16, 7-11,  
16-7, 3-26, 31-22, drawn.—F. Allen.

(7) 2-7, 27-24, 6-9, \*24-20, 1-5, \*22-18, 9-14, etc., draws.

(8) c-18-14, 10-17, 21-14, 20-27, 31-24, 6-9, 14-10, 9-14, 29-25, 14-17,  
25-21, 17-22, 24-20, 22-26, B. wins.—F. Allen.

(c) 31-27, 5-9, 29-25, 3-7, 25-22, 7-11, 21-17, 9-14, B. wins.

## Game No. 5.—BRISTOL.

A good White defence.

11 16	8 11	15 18	3 8	11 16	14 32
†24 20	2-27 23	17 13	16 12	28 24	3 8
16 19	4 8	10 15	8 11	10 15	5 14
23 16	23 16	29 25	31 26	26 23	15 10
12 19	8 12	4- 6 10	15 19	15 19	32 27
22 18	3-22 17	13 9	23 16	24 15	Drawn.
1- 9 14	12 19	1 5	11 20	16 19	
18 9	32 27	26 23	12 8	23 16	Yates
5 14	11 15	19 26	7 11	18 22	and
25 22	20 16	30 23	8 3	25 18	Fitzpatrick

(1) 8-11, 25-22, 4-8, 29-25, 9-14, 18-9, 5-14, 22-17, 11-15, 27-23, 19-24, 28-19, 15-24, 32-28, 6-9, 28-19, 9-13, 25-22, 8-11, 19-16, 11-15, 16-11, 7-16, 20-11, 1-5, 22-18, 15-22, 23-19, 5-9, 19-16, 22-25, 16-12, 13-22, etc., draws.—*Barker*.

(2) 29-25, 11-15, 22-17, 4-8, 17-13, 8-12, 27-24, 3-8, 32-27, 1-5, 25-22, 14-18, 22-17, 18-22, 17-14, 10-17, 21-14, 8-11, 26-17, 19-23, 27-18, 15-22, 30-26, 11-15, 24-19, 15-24, 28-19, 7-11, c-14-9, etc., draws.

(3) 13-9, 6-18, 26-23, 11-15, B. wins.

(3) 32-27, 12-19, 27-23, 3-8, 23-16, 8-12, 31-27, 12-19, 27-23, 11-16, draws, but weak.

(4) 1-5, 26-23, 19-26, 30-23 draws.

## Game No. 6.—BRISTOL.

Another line of attack for Black.

11 16	18 27	9 13	1 6	14 18	31 27
24 20	32 16	3 10	20 16	2 6	7 2
16 19	7 10	6 31	8 12	18 23	27 24
23 16	31 27	30 26	24 19	16 11	13 17
12 19	10 19	31 22	6 9	23 27	24 15
22 18	†16 12	25 18	15 11	21 17	17 26
10 14	19 23	4 8	7 10	13 22	Drawn.
1-18 15	27 18	3-18 15	11 7	6 13	Yates
2-14 18	3 7	2 7	10 14	27 31	and
27 23	12 3	28 24	7 2	11 7	Wyllie.

(1) a-25-22, 14-23, 27-18, 8-11, 29-25, 9-14, 18-9, 5-14, 32-27, draws.—*Gardner and Kearn*.

(a) If 27-23, 8-12, 23-16, 14-23, etc., same as White Doctor.

(2) 7-10, 25-22, 14-18, 29-25, 9-14, 20-16, 5-9, 27-24, \*8-12, \*16-11, 3-8, 31-27, 18-23, 25-18, 14-23, 22-17, 1-5, 17-13, 9-14, 26-22, etc., draws.

(3) 20-16, 8-12, 16-11, 2-7, 11-2, 1-6, 2-9, 5-23, 29-25, 23-26, 25-22, 26-31, 22-18, 31-26, 18-14, 26-23, B. wins.—*J. Smith*.

## Game No. 7.—BRISTOL.

A safe and easy defence for White. Full of pitfalls for Black.

11 16	*24 19	2- 6	9	21 14	10 14	21 17
†22 18	16 23	29 25	*	7 10	22 18	14 21
1- 8 11	27 18	*	1 6	14 7	5 9	18 14
18 14	12 16	*26 23	3 10	15 11	9 18	
10 17	28 24	11 16	26 22	13 17	23 14	
21 14	16 20	24 19	5- 9 13	11 7	Drawn.	
9 18	31 27	6 10	25 21	17 22		
23 14	8 12	4} 30 25	2 6	7 2		
4 8	25 21	10 17	18 15	22 26		

*Robertson*

(1) 16-19, 23-16, 12-19, 24-15, 10-19, 25-22, 9-14, draws.

(2) If 11-16 be played too soon, White gets the better game.

(3) 21-17, 3-8, 30-26, 8-11, 26-22, 2-6, 25-21, 11-15, 18-2, 9-25, 2-9, 5-14, 17-13, 25-30, 18-9, 30-26, B. wins.—*F. Dunne*.

(4) 32-28, 10-17, 21-14, 7-10, 14-7, 3-10, 25-22, 10-14, 30-25, 9-13, 18-9, 5-14, 25-21, 2-6, 22-18, 6-9, B. wins.—*F. Dunne*.

(5) 9-14, 18-9, 5-14, 25-21, 2-7, 32-28, 14-17, 22-13, 10-14, 19-15, 16-19, 23-16, 12-19, 18-9, 14 18, \*21-17, 19-23, 27-24, 20-27, 17-14, 23-26, 9-6, etc., W. wins.—*J. Hill*.

## Game No. 8.—BRISTOL.

Another sound defence for White.

11 16	11 18	4 8	8 15	2 7	9 18
22 18	22 15	22 17	14 10	25 21	16 11
†10 14	1- 7 10	14 18	3-15 19	1 6	7 16
25 22	25 22	30 25	21 14	28 24	20 11
8 11	10 19	9 13	6 15	* 6 9	Drawn.
29 25	23 16	17 14	*27 24	24 20	
s-16 20	12 19	13 17	20 27	28 22	
18 15	24 15	2-15 11	32 16	26 17	<i>C. Kelley</i> .

† Played to avoid the Bristol-Dyke, as in game No. 7.

(s) The Dundee may come to the same position, viz.: 12-16, 22-18, 8-12, 25-22, 16-20, 29-25, 10-14, identical position.

(1) 9-13, 24-19, 4-8, 28-24, 7-10, 32-28, 2-7, 25-22, 5-9, 30-25, 1-5, 19-16, 12-19, 23-16, 10-19, 24-15, 7-11, 16-7, 3-19, 27-24, 20-27, 31-15, 14-17, 21-14, 9-18, 28-24, also draws.

(2) 14-10, 17-22, 26-17, 18-23, 27-18, 8-11, 15-8, 6-29, etc., B. wins.—*Reed beat Barker*.

(3) 2-7, 21-14, 7-11, 26-22, 6-9, 31-26, \*18-23, 27-18, 9-13, 25-21, 13-17, 22-13, 15-31, 32-27, draws.—*Brown and Gould*.

## Game No. 9.—BRISTOL-CROSS.

11 16	7 10	5 14	5-20 24	6 9	14 17
†23 18	22 17	29 25	27 20	17 13	21 14
‡16 20	3- 9 13	3 7	7 11	10 15	9 27
24 19	27 23	31 27	22 17	13 6	Drawn.
1-10 14	13 22	4- 1 5	11 27	2 9	McKelvie &
2-18 15	25 9	25 22	32 23	19 10	Searight.

† In actual practice I have found this the strongest at this point.

(1) 9-14, 18-9, 5-14, 26-23, 8-11, 22-18, 1-5, 18-9, 5-14, 25-22, 11-15, 30-25, 15-24, 28-19, 4-8, 22-18, 8-11, 18-9, etc., draws.

(2) 26-23, 8-11, a-30-26, 11-16, etc., same as Paisley, game No. 40.

(A)

22 17	14 17	25 18	30 26	3 19	11 16
7 10	21 14	17 22	23 19	5 9	26 22
17 13	10 17	24 19	26 22	29 25	24 27
3 7	3 10	2 7	19 15	9 14	32 28
6-28 24	6 31	19 16	10 19	25 22	28 32
4 8	13 6	22 26	27 24	20 24	Drawn.
31 26	1 10	16 12	19 28	22 18	
12 16	7-30 26	26 30	8 3	14 23	
19 3	31 22	12 8	22 15	19 26	F. Small

(3) 2-7, 26-22, b-8-11, 15-8, 4-11, 27-23, 11-15, 32-27, 15-24, 28-19, 10-15, 19-10, 6-15, 17-10, 7-14, 30-26, 14-18, 23-14, 9-18, 26-28, 12-16, 23-14, 15-19, 22-17, 19-24, 14-9, W. wins.—H. Shearer.

(b) c-9-13, 19-16, 12-19, 27-24, 20-27, 32-16, 10-19, 17-10, 6-15, 22-17, W. wins.

(c) d-7-11, 30-26, 11-18, 22-15, 3-7, 19-16, W. wins.

(d) 14-18, 17-13, 10-14, 15-10, 6-24, 13-6, W. wins.

(4) 7-11, \*21-17, 11-18, 26-22, 14-21, 23-7, 2-11, 19-16, 12-19, 27-24, etc., W. wins.

(5) 7-11, 22-17, 11-18 19-15, 10-19, 23-16, 12-19, 17-1, W. wins.

(6) 31-26, e-12-16, 19-12, 4-8, 12-3, 14-17, 21-14, 10-17, 3-10, 6-31, 13-6, 31-24, 28-19, 1-10, 23-18, 20-24, 18-14, 2-7, 25-21, 24-28, 30-25, 11-15, 19-16, 15-18, 16-11, 7-16, 14-7, 18-22, drawn.—M. Atkinson.

(e) 11-16, 25-22, 14-17, 21-14, 10-17, 19-15 17-21, 29-25, 7-10, 15-11, 10-15, 11-7, 2-11, 28-24, 4-8, 32-28, 6-10, 5-9, 18-14, 10-17, 22-13, 1-10, 13-6, 10-14, 6-2, 15-19, 24-15, 11-18, 26-22, 16-19, 23-16, 12-19, 22-15, W. wins.—Gardner beat Horsfall.

(7) 23-19, 17-21, 25-22, 11-15, 19-16, 2-6, 22-17, 15-19, 24-15, 10-19, 27-23, 19-26, 30-23, 31-26, 23-19, 26-23, B. wins—Wyllie.

## Game No. 10.—BRISTOL-CROSS.

Showing another defence for Black.

11 16	4-14 18	8 11	9 18	12 16	26 30
23 18	17 14	15 8	30 26	27 23	2 9
‡16 19	6 9	3 12	16 19	2 7	5 14
24 15	27 24	20 11	25 22	26 22	22 17
10 19	1 6	7 16	18 25	19 26	14 18
1-18 15	32 27	26 23	29 22	15 11	17 13
2- 9 14	12 16	19 26	4 8	8 15	Drawn.
3-22 17	24 20	31 15	22 18	18 2	Robertson.

† Mr. Wyllie favours this exchange, but if answered as in Var. 1 it is tame. It is, however, a good way to avoid the regular Cross, the same position being brought up by 11-18, 23-18, 15-19.

(1) a-27-24, 7-10, 24-15, 10-19, 32 27, 3-7, 27-24, 7-10, 24-15, 10-19, 31-27, b-2-7, c-27-24, 7-10, 24-15, 10-19, 21-17, 12-16, 18-15, 8-12, 22-18, 19-23, 26-19, etc., draws.

(a) d-22-17, 7-11, 27-24, 9-14, 17-10, 6-22, 25-18, 11-15, 18-11, 8-15, 26-22, 8-7, 22-18, etc., draws.

(b) 9-14, 18-9, 5-14, 27-24, 2-7, 24-15, 7-10, 22-18, W. wins.

(c) 21-17, 7-11, 27-24, 11-15, 18-11, 8-15, 26-23, 19-26, 30-23, 6-10, 25-21, 1-6, 23-18, 15-19, 24-15, 10-19, 17-14, 19-23, 14-10, draws.—W. Gray and D. L. McCaughey.

(d) 21-17, 7-10, 17-14, 10-17, 22-13, 9-14, etc., draws.

(2)

9 13	17 13	7 10	24 15	12 16	16 12
*22 17	10 14	31 27	10 19	24 19	7 11
13 22	29 25	*8 11	22 17	16 20	12 8
25 18	14 23	15 8	19 23	17 14	23 27
5 9	27 18	4 11	26 19	1 5	32 23
21 17	3 7	27 24	16 23	19 16	11 15
7 10	25 22	11 16	28 24	2 7	Drawn.

W. Taylor.

(3) 27-24, 5-9, 22-17, 14-18, 17-14, f-1-5, 32-27, draws same as trunk at 14th move.

(f) 9-13, 32-27, 7-11, 24-20, 3-7, 26-23, 19-26, 30-23, 1-5, 31-26, 12-16, 15-10, 6-15, 21-17, 13-31, 25-21, 31-24, 28-3, 18-27, 3-19, drawn.—W. Strickland.

(4) 7-10, 27-24 5-9, 17-13, e-3-7, 25-22, 14-18, 22-17, 1-5; 29-25, 12-16, 24-20, 8-12, 20-11, 7-16, 17-14, 10-17, 21-14, etc., W. wins.—Robertson.

(e) 14-18, 21-17, 1-5, 17-14, 10-17, 15-10, 6-15, 13-6, 2-9, 25-22, 18-25, 29-6, W. wins.—H. McKean.

## Game No. 11.—BLACK DOCTOR.

This game arises from Laird and Lady and the Old Fourteenth.

11 15	27 23	*14 18	32 28	27 20	15 10
23 19	6 10	23 14	9 14	11 18	14 18
8 11	*24 20	9 25	20 16	20 24	10 14
22 17	1 6	21 14	14 17	18 15	18 23
9 13	28 24	10 17	16 11	10 14	14 18
17 14	4 8	30 14	17 26	29 25	23 26
10 17	2-24 19	3-7 10	11 4	18 17	18 25
+19 10	*6 9	14 7	26 31	25 21	Drawn.
*7 14	31 27	3 10	4 8	17 22	Baxter
25 22	*11 15	4-26 22	31 27	19 16	and
1-2 7	27 24	5 9	8 11	12 19	Wyllie.

(1) 3-7, 27-23, 6-10, 24-20, 4-8, 28-24, 1-6, a-32-28, 14-18, 23-14, 11-15, 31-27, 6-9, 26-23, 9-25, etc., draws.—*Drammond*.  
 (a) 24-19, 14-18, 23-14, 11-15, 32-28, 15-24, 28-19, 8-11, 22-18, 17-22, 26-17, 13-22, 21-17, 11-16, 20-11, 7-23, 14-7, 2-11, 30-25, 23-26, 18-14, 26-30, etc., B. wins.—*L. Sharp*.  
 (2) A snare; waiting for 11-15, 20-16, 15-24, 22-18, and W. wins.  
 (3) 15-18, 26-22, 18-25, 29-22, 7-10, 14-7, 3-10, 22-18, 10-14, 18-9, 5-14, 19-15, etc., W. wins.  
 (4) 29-25, 15-18, 32-27, 8-11, 26-23, 18-22, 25-18, 10-14, etc., draws.

## Game No. 12.—WHITE DOCTOR.

Growing out of Double Corner, Dundee, or Paisley.

11 16	*9 14	‡10 15	11 18	31 27	19 23
22 18	1-31 26	19 10	3-21 17	25 21	25 22
10 14	*5 9	12 19	18 23	27 24	23 19
25 22	27 23	23 16	17 13	19 16	22 17
8 11	*6 10	6 15	23 27	10 14	19 15
24 20	32 27	2-24 19	13 6	22 17	17 10
16 19	2 6	15 24	1 10	24 19	15 6
23 16	27 24	28 19	16 12	17 10	21 17
+14 23	4 8	14 18	27 31	7 14	6 2
26 19	29 25	22 15	26 22	30 25	4-17 13

Atkinson.

Drawn.

† The only sound draw. White must not try to hold the man too long or Black will surely win by position at the end.

(1) 29-25, 5-9, 31-26, etc., runs into trunk.  
 (2) 16-12, 15-18, 22-15, 11-18, 26-22, 18-23, 22-17, 14-18, 17-13, 9-14, 13-9, 23-26, 30-23, 18-27, 25-22, 27-31, 22-17, 31-26, 17-10, 7-14, 24-19, etc., draws.—*J. Robertson*.  
 (3) 26-22, 18-23, 22-17, 23-27, 16-12, 27-31, 17-13, 31-27, 13-6, 1-10, 25-22, \*27-24, 19-16, 10-14, 30-25, etc., draws.  
 (4) 16-11, 8-15, 17-13, 15-19, 13-9, B. wins.—*C. Heftier*.

## Game No. 13.—CENTRE.

11 15	‡17 14	3 10	32 28	14 18	16 11
23 19	11 15	3-25 22	5 9	22 17	10 15
8 11	28 24	18 25	24 20	13 22	11 7
22 17	1-7 11	29 22	15 24	26 17	9 13
‡15 18	26 23	5 9	28 19	18 23	7 12
19 15	2-9 13	27 23	11 15	17 13	23 27
10 19	§23 19	9 14	19 16	15 19	Drawn.
24 8	*6 10	30 26	12 19	13 6	Freeman and
4 11	14 7	1 5	23 16	2 9	J. Hill.

† I consider this much the stronger reply at this point. It is adopted by many prominent exponents of the game.

‡ Very strong, compelling the reply as above, or a weak game.

(1) 6-10, 26-23, 10-17, 21-14, 2-6, 31-26, 12-16, 24-20, 7-11, 32-28, a-3-7, 26-22, 9-13, 22-17, 18-22, 30-26, etc., draws.  
 (a) 9-13, 25-22, 18-25, 29-22, etc., W. wins.  
 (2) 12-16, 32-28, 16-20, 23-19, and if 18-23, 27-18, and White should win.  
 (3) 30-26, 18-22, and B. wins.

See Consultation Game No. 16, "HILL'S MANUAL."

## Game No. 14.—CENTRE.

11 15	24 8	12 16	26 23	14 18	*18 14
23 19	4 11	30 26	5 9	23 7	9 18
8 11	1-17 13	2 7	27 24	3 10	17 14
22 17	11 15	3-24 20	18 27	31 26	10 17
15 18	28 24	7 10	32 23	16 19	21 14
‡19 15	7 11	22 17	1 5	*22 18	15 19
10 19	2-26 22	9 14	25 22	19 28	29 25

Drawn.

† 24-20 or 17-14 might be played here, but are not strong.

(1) 26-22, 11-15, 28-24, 7-10, 30-26, 9-14, 24-20, 5-9, 17-13, 3-7, etc., draws.  
 (2) 24-20, 9-14, 26-22, 6-10, 30-26, 12-16, 26-23, 1-6, 22-17, 5-9, a-27-24, 18-27, 32-23, 2-7, 25-22, same as trunk at 38th move.  
 (a) 32-28, 3-7, B. wins.  
 (3) 21-17, 16-19, 24-20, 18-23, 27-18, 19-23, 26-10, 7-30, 22-17, 3-7, b-32-27, 7-10, 17-14, 10-17, c-27-24, \*30-25, 29-22, 17-26, 31-22, 6-10, 13-6, 10-15, 6-2, 1-6, 2-9, 5-23, 22-17, 23-27, 17-14, 27-32, 14-10, 32-28, B. wins.  
 (b) 17-14, 30-26, 31-22, 6-10, B. wins.  
 (c) If 27-23, 17-22, 23-19, 22-26, 31-22, 30-26, 22-17, 26-23, B. wins.

## Game No. 15.—CROSS.

11 15	*27 20	7 14	18 9	13 22	14 7
+23 18	12 16	26 22	5 14	25 18	26 22
8 11	28 24	2 6	19 15	23 26	17 14
1-26 23	4 8	24 19	10 26	21 17	1 6
2-10 14	22 17	15 24	31 22	26 30	29 25
30 26	8 12	28 19	16 19	18 14	22 29
3- 6 10	32 28	6 10	17 10	30 26	7 2
24 19	10 15	4-22 17	19 23	10 7	
15 24	17 10	9 13	22 17	3 10	Drawn.

*Beattie and Smith.*

(1) For play on 18-14 see Boston-Cross.  
 (2) 4-8, 30-26, a-9-13, 24-20, 15-19, 23-16, 12-19, 27-23, 8-12, etc., draws.  
 (a) 15-19, 24-15, 10-19, 23-16, 12-19, 22-17, same as Dyke, game No. 26.  
 (3) 7-10, 24-19, 15-24, 28-19 or 27-20 may be played, but the text move is preferred by eminent players.  
 (4) 31-26, 1-6, 22-17, 11-15, 18-11, 14-18, 23-7, 16-30, 7-2, 9-13, 2-9, 13-22, 25-18, 5-23, 21-17, drawn.—*Anderson and Wyllie.*

## Game No. 16.—CROSS.

11 15	18 9	18 27	30 26	11 15	25 21
23 18	5 14	13 6	8 11	19 16	15 19
† 8 11	22 17	2 9	29 25	12 19	21 14
27 23	3- 6 9	32 23	1 5	23 16	7 11
1- 4 8	26 23	11 15	24 20	14 17	Drawn.
23 19	15 18	25 22	15 24	21 14	
2- 9 14	17 13	9 13	28 19	10 17	<i>Anderson.</i>

‡ 9-14, 18-9, 5-14 makes what is known as Cross-Choice. 15-19, 24-15, 10-19, same as game No. 10.

(1) a-10-14, 23-19, 14-23, 19-10, 7-14, 26-19, 11-16, 19-15, 16-20, 24-19, 14-18, 32-28, 4-8, b-22-17, 9-13, 17-14, 6-9, \*30-26, etc., draws.—*J. P. Reed.*  
 (a) 3-8, 32-27, 15-19, 24-15, 10-19, 23-16, 12-19, 21-17, 11-16, etc., draws.  
 (b) 15-11, 8-24, 22-15, 6-10, 15-6, 1-10, 28-19, 3-7, etc., *B. wins.*  
 (2) 10-14, 19-10, 14-23, 26-19, 7-14, 19-15, 11-18, 22-15, 12-16, etc., draws.  
 (3) 15-18, 26-22, 11-15, 17-13, 7-11, 22-17, 2-7, 32-27, 1-5, 24-20, etc., draws.

## Game No. 17.—DENNY.

†10 14	9 25	9 14	11 16	15 22	21 25
22 17	29 22	18 9	24 20	26 17	20 16
1- 7 10	2-11 15	1 5	15 24	10 15	12 19
17 13	23 19	26 23	20 11	17 14	24 15
3 7	7 11	5 14	8 15	15 18	4 8
25 22	27 23	32 27	27 20	14 9	9 5
14 17	5 9	4-14 17	17 21	18 27	6 9
21 14	3-23 18	30 26	22 18	31 24	Drawn.

(1) 14-18, 23-14, 9-18, 17-14, 12-16, 21-17, 16-20, 25-21, 11-15, 29-25, etc., draws.  
 (2) 10-14, 22-18, 14-17, 24-19, 6-10, 27-24, 1-6, 19-15, 10-19, 24-15, a-6-9, 13-6, 2-9, 32-27, 9-13, draws  
 (a) 12-16, 15-10, 6-22, 13-9, 5-14, 23-18, 14-23, 26-3, 7-10, 3-7, etc., *W. wins.*  
*Reed beat Barker.*  
 (3) 32-27, 9-14, 24-20, 15 24, 28-19, 11-15, 20-16, 15-24, 27-20, 12-19, 23-16, 8-12, 16-11, 14-18, 22-15, 10-19, 26-23, 19-26, 30-23, etc., draws.  
*Barker.*  
 (4) 11-16, 24-20, 15-24, 20-11, 8-15, 28-19, 15-24, 27-20, 10-15, etc., draws.

## Game No. 18.—DENNY.

10 14	28 24	6 13	29 25	5 14	27 11
22 18	4 8	19 15	7 11	10 7	18 27
1-11 16	22 17	10 19	27 23	11 8	3 8
‡25 22	7 10	24 15	12 16	7 3	27 31
16 20	32 28	3 7	14 10	8 12	25 22
2-24 19	9 13	18 14	6 9	3 8	Drawn.
8 11	18 9	1 6	31 27	13 17	
30 25	13 22	23 18	9 14	8 3	<i>Schaefer and Kelly.</i>
11 16	25 18	16 19	18 9	20 24	

‡ 24-20, 16-19, 23-16, 14-23, 26-19, 8-11, 25-22, runs into play on the White Doctor, see game No. 12.

(1) 11-15, 18-11, 8-15, 23-19, 6-10, 25-22, 9-13, 27-23 4-8, etc., draws.—*Freeman and Hinds.*  
 (2) 29-25, 8-11, 18-15, 11-18, 22-15, 9-13, 24-19, 4-8, 28-24, 7-10, 32-28, 2-7, 25-22, 5-9, 30-25, 1-5, 19-16, 12-19, 23-16, 10-19, 24 15, 7-11, 16-7, 3-19, 27-24, 20-27, 31-15, 14-17, 21-14, 9-18, 28-24, 5-9, 24-20, 9-14, 20-16, 14-17, 25-21, 18-25, 21-14, a-8-12, 16-11, 25-30, 14-10, drawn.—*Heffner and Barker.*  
 (a) 25-30, 16-12, 30-23, 12-3, 13-17, 14-10, 23-19, drawn.—*J. Smith and Barker.*

## Game No. 19.—DEFIANCE.

To prevent the formation of the Fife and Whilte.

11	15	5	14	14	17	3	8	8	15	4	11	
23	19	29	25	21	14	25	21	23	18	19	16	
9	14	‡	6	9	10	17	2	6	10	14	12	19
†27	23	25	22	3-26	22	28	24	18	11	24	8	
1-	8	11	9	13	17	26	6	9	14	17		
22	18	24	20	31	22	32	28	21	14			
15	22	2-	1	5	4-	7	10	11	15	9	25	
25	9	22	18	30	25	18	11	11	8		Drawn.	

‡ A favourite move of all the masters. See game No. 20.

(1) 5 9, 22-18, 15-22, 25-18, 8-11, 19-15, 10-19, 24-8, 4-11, 28-24, 7-10, 24-19, 2-7, 26-22, 10-15, 19-10, 6-15, 22-17, 15-22, 17-10, 7-14, 30-26, 22-25, 29-22, 3-7, 22-17, 7-10, 17-13, 10-15, 13-6, 1-10, 26-22, 11-16, 22-17, 15-19, 17-13, drawn.—Robertson.

(2) a-11-15, 32-27, 15-24, 28-19, 1-5, 22-18, 14-17, 21-14, 10-17, 18-14, 2-6, 23-18, 17-22, 26-17, 13-22, 18-15, 7-11, 15-8, 4-11, 27-28, 6-10, 14-7, 3-10, 23-18, 5-9, 31-27, 10-14, 27-28, 22-26, 19-16, 12-19, 23-7, 14-23, 30-25, 23-27, 7-2, 9-13, drawn.—Wyllie and Yates.

(a) 4-8, 22-18, 14-17, 21-14, 10-17, 26-22, 17-26, 31-22, 7-10, 30-26, 1-5, 19-15, 10-19, 23-7, 3-10, 26-23, 5-9, 23-19, 10-14, 18-15, 14-18, 20-16, 18-25, 16-11, 25-30, 11-4, 30-26, 28-24, 2-7, 24-20, 13-17, 4-8, 7-11, 15-10, drawn.—Anderson.

(3)

18	14	14	7	15	11	10	7	7	10	9	14
17	22	3	10	14	17	25	29	25	22	16	19
26	17	20	16	19	15	7	3	10	6	14	10
13	22	11	20	17	21	5	9	9	13	22	18
b-23	18	18	15	15	10	3	7	6	9	10	7
7	10	10	14	22	25	29	25	12	16		Drawn.

Fenton v. Craighhead.

(b) 28-24, 2-6, 32-28, \*12-16, 19-12, 6 10, c-14-9, 5-14, 30-26, 11-15, 26-17, 14-21, 31-26, 10-14, etc., B. wins.—Yates beat Wyllie.

(c) 23-19, 10-17, 12-8, 3-12, 19-16, 12-19, 24-8, 4-11, 28-24, \*5-9, 24-19, 9-13, 19-16, 11-18, 16-11, 7-16, 20-11, \*15-18, 31-27, 17-21, 11-7, 22-25, 7-2, 25-29, 2-7, 29-25, 7-10, 25-22, 10-15, 18-17, 15-19, 18-23, B. wins. R. E. Bowen and F. Dunne.

(4) 2-6, 30-25, 7-10, 32-27, 3-7, 28-24, 4-8, 18-15, 11-18, 22-15, 13-17, 25-21, 17-22, 15-11, 8-15, 23-18, 22-26, drawn.—G. Price.

## Game No. 20.—DEFIANCE.

Another line of play for Black.

11	15	11	15	15	22	6-	3	7	12	16	23	26
23	19	25	22	26	10	7-30	26	26	22	1	5	
9	14	2-	4	8	7	14	11	16	27	23	18	15
27	23	24	20	31	27	20	2	14	9	17	14	
1-	8	11	15	24	8	11	1	5	16	19	26	31
‡22	18	28	19	23	18	2	9	22	17	5	1	
15	22	3-10	15	14	23	5	32	23	18		Drawn.	
25	9	19	10	27	18	21	17	9	5			
5	14	6	15	2	6	32	27	19	23		Yates and	
29	25	4-22	18	5-32	27	17	14	5	1		Martins.	

† This makes an open game, easily understood by the novice. The chances for brilliant shots are few.

(1) 7-11, 22-18, 15-22, 25-9, 5-14, 29-25, 11-15, 24-20, 15-24, 28-19, 8-11, 19-16, 12-19, 23-7, 2-11, 25-22, 4-8, 26-23, 11-15, 30-26, 8-11, 22-18, 15-22, 26-17, 6-9, 17-18, 3-7, 13-6, 14-18, drawn.—Anderson.

(2) 7-11, 24-20, 15-24, 28-19, 11-15, 32-28, 15-24, 28-19, 6-9, \*22-18, 4-8, a-20-16, 2-7, 26-22, 8-11, 22-17, 11-20, 17-13, 1-6, 30-26, 20-24, 26-22, 24-28, 22-17, 28-32, 19-15, drawn.—Anderson.

(a) 18-15, \*1-6, 26-22, 9-13, b-22-18, 3-7, 18-9, \*13-17, 21-14, 6-13, 15-6, 2-27, 31-24, 7-10, B. Wins.—Drummond.

(b) 30-25, 14-17, 21-7, 2-27, 31-24, 6-10, 22-18, 8-11, 25-21, 13-17, 21-7, 3-10, B. wins.—Drummond.

(3) 8-11, 22-17, 11-15, 32-28, 15-24, 28-19, 7-11, 19-16, 12-19, 23-7, 2-11, 26-23, c-3-8, 30-26, 8-12, d-31-27, e-6-9, 17-13, \*1-6, 20-16, 11-20, 26-22, 10-15, 22-17, 6-10, 13-6, 12-16, 6-2, 15-19, 2-6, drawn.

(c) 6-9, 17-18, 3-7, 13-6, 14-18, 23-14, 10-17, 21-14, 1-17, 31-27, 17-22, 27-24, 7-10, drawn.—Gardner and Strickland.

(d) 26-22, 11-15, 17-13, 15-18, etc., B. wins.

(e) 1-5, 23-19, 11-15, 27-23, 15-24, 26-22, 24-27, 23-19, 27-31, 19-15, 10-19, 17-1, drawn.—G. Fallon v. J. McKenzie.

(4) 31-27, 15-19, 23-16, 12-19, 32-28, 8-11, 27-23, 11-16, 20-11, 7-16, 22-18, 1-5, 18-9, 5-14, \*26-22, 19-26, 30-23, 2-6, 22-18, 6-9, 18-15, 3-8, 15-10, 8-11, 10-6, 11-15, 6-1, 9-13, 1-6, 15-19, 6-9, drawn.—Tescheleit.

(5) 21-17, 1-5, 32-27, 11-16, etc., draws.

(6) 11-16, 20-11, 3-7, 11-2, 1-5, 2-9, 5-32, 21-17, 32-27, 17-13, 27-23, 13-9, 23-18, 9-5, 12-16, 5-1, 16-19, 1-5, 18-22, 5-9, 19-23, 9-14, 23-27, drawn.—Wyllie and Yates.

(7) 27-24, 6-9, 21-17, 7-10, 30-26, 10-15, 25-22, 12-16, 17-14, 1-5, 14-10, 16-19, 10-7, 19-28, etc., B. wins.—Yates beat Martins.

## Game No. 21.—DOUBLE CORNER.

+9 14	4 8	7 11	10 19	8 11	18 27
‡22 18	25 22	27 24	24 15	17 10	17 10
5 9	8 11	16 20	6 10	11 15	2 6
1-24 19	22 18	32 28	15 6	10 6	10 7
11 15	12-11 16	20 27	1 10	9 14	27 31
18 11	29 25	31 24	18 15	6 1	Drawn.
8 24	3-3 8	11 16	10 19	15 18	Heffner and Freeman.
28 19	25 22	19 15	22 17	21 17	Freeman.

† 24-20, 11-15, 22-18, 15-22, 25-9, 5-14, 29-25, 8-11, 23-19, etc., Defence.

- (1) Best; but 25-22, 11-16, 29-25, a-8-11, 18-15, 11-18, 22-15, 10-19, 24-15, 16 20, 25-22, 7-10, 27-24, 20-27, etc., draws.
- (a) 16-19, 23-16, 14-23, 26-19, 8-11, 24-20, 9-14, etc., draws—Hill and Granger.
- (2) 1-5, 29-25, 11-16, 27-24, 16-20, 32-28, 20-27, 31-24, 9-13, 18-9, 5-14, 25-22, 7-11, 24-20, etc., draws; 22-18 is not good.
- (3) 7-11, 21-17, 14-21, 18-15, 11-18, 23-5, 16-23, 26-19, 3-7, 25-22, 7-11, 27-23, 11-16, 31-26, 6-9, 22-18, 10-14, 26-22, 16-20, 32-27, 2-7, 22-17, 7-11, 17-10, 9-14, 18-9, 11-15, draws.—Strudwick and Hill.

## Game No. 22.—DOUBLE CORNER.

Another good defence for White.

9 14	*16 20	13 22	2 6	12 19	6 15
22 18	2-26 22	18 9	23 18	32 27	18 2
5 9	9 13	6 13	4-11 16	17 21	23 32
‡25 22	18 9	25 18	19 15	31 26	14 10
11 16	1 5	13 17	4 8	8 12	32 27
1-24 19	30 25	21 14	27 23	26 22	2 6
8 11	5 14	10 17	16 19	19 23	Drawn.
22 17	22 18	3-18 14	23 16	15 10	J. Hill.

† 24-20 is sometimes played, but it is not strong.

- (1) 5-22-17, 9-13, 18-9, 13-22, 26-17, 6-22, 30-26, 10-15, 26-17, 16-19, 23-16, 12-19, 29-25, 2-6, 17-14, 1-5, 25-22, 6-9, 14-10, 7-14, etc., draws, but Black for choice.
- (2) 17-13, 1-5, 29-25, 4-8, 25-22, 14-17, 21-14, 10-17, 27-24, 20-27, 31-24, 11-16, 24-20, 8-11, \*32-27, 7-10, 27-24, 9-14, 18-9, 5-14, 22-18, 17-22, 26-17, 14-21, 30-26, etc., draws.—Hill and Bailey.
- (3) 18-15, 11-18, 23-14, 2-6, etc., draws.—Beattie and Hill.
- (4) 17-22, 19-15, \*12-16, 15-8, 4-11, 27-23, draws—Hill and Bailey.
- (5) 18-15, 10-19, 24-15, 7-10, 27-24, etc., is sound

## Game No. 23.—DUNDEE.

Gives little scope for Black, as it often runs into the Bristol, Double Corner, Edinburgh, etc.

12 16	2-11 16	5 9	*16 20	*14 17	19 26
24 20	20 11	31 27	23 16	21 14	30 23
8 12	‡7 16	9 13	20 27	6 10	Drawn.
22 18	25 22	*22 18	32 23	14 7	
1-16 19	4 8	1 5	10 19	2 20	Played between Wyllie & Yates
23 16	18 15	18 9	*25 22	23 16	for the World's
12 19	9 14	5 14	8 12	12 19	Championship.
*27 23	29 25	*27 24	22 18	26 23	

† This is now a well-known form of the Bristol, as also are several of the variations here given.

- (1) 1-9-13, 18-14, 10-17, 21-14, 6-10, 25-21, 10-17, 21-14, 1-6, 29-25, 6-10, 25-21, 10-17, 21-14, 16-19, 23-16, 12-19, 27-23, etc., draws.—Robertson.
- (2) The following is also a good line: 4-8, 23-16, 8-12, 32-27, 12-19, 27-23, b-11-16, 20-11, 7-16, 18-15, \*16-20, 23-16, 10-19, 16-11, 9-14, 31-27, 6-9, 25-22, 9-13, \*26-23, 19-26, 30-23, 1-6, 28-24, 6-10, 24-19, 3-7, 29-25, 7-16, 19-12, 2-7, draws.—Jewitt and Tescheleit.
- (b) Beware of 3-8, 23-16, 8-12, 21-17, 12-19, 18-14, etc., W. wins.

## Game No. 24.—DUNDEE.

The fourth move makes a safe White defence.

12 16	20 11	8 11	30 26	18 22	17 13
1-24 20	8 15	26 23	15 19	26 23	23 19
8 12	22 18	11 15	23 16	22 26	16 12
2-28 24	15 22	32 28	12 19	17 14	19 15
3-3 8	25 18	15 24	31 27	26 31	Drawn.
24 19	4 8	28 19	6 10	14 10	
11 15	23 19	10 15	27 23	31 27	
20 11	9 14	19 10	10 15	23 19	
15 24	18 9	6 15	23 16	15 24	Barker and Freeman.
27 20	5 14	25 22	14 18	21 17	
*7 16	29 25	1 6	22 17	27 23	

- (1) 22-18, 8-12, 25-22, 4-8, 24-20, 16-19, same as Bristol.
- (2) The best; but 22-18, 3-8, 25-22, 16-19, 23-16, 12-19, 29-25, 9-14, 18-9, 5-14, etc., draws.
- (3) 9-14 is perhaps better, as it prevents 23-18, 9-14, 18-9, 5-14, 24-19, 16-23, 27-9, 6-13, 21-17, as Wyllie beat Bryden; but continue 1-6, 22-18, 13-22, 26-17, 11-15, etc., draws, as shown by F. Dunne.

## Game No. 25.—DYKE.

A beautiful game, abounding in subtle strategy.

11 15	12 19	2- 8 11	16 20	10 17	10 14
22 17	21 17	27 23	23 16	23 19	6 2
9 14	5 9	11 16	12 19	6 10	15 18
25 22	17 18	3-29 25	28 24	13 6	2 6
†15 19	2 6	4 8	19 28	10 14	17 21
24 15	1-30 25	25 21	26 23	18 9	6 9
10 19	‡7 10	8 12	20 24	1 10	14 17
17 10	22 18	31 27	27 20	9 6	Drawn.
6 15	15 22	3 7	7 11	11 15	Richmond and
23 16	25 18	21 17	17 14	19 16	J. Smith.

‡ 9-14, 26-23, 19-26, 22-18, W. wins.

(1) a-29-25, 7-10, 25-21, 8-12, 27-24, 4-8, 32-27, 9-14, b-27-23, 3-7, 23-16, 12-19, 22-17, 14-18, 17-14, 10-17, 21-14, 1-5, 31-27, 6-10, 24-20, 10-17, 26-22, 18-25, 30-14, c-7-11, 27-24, 19-23, 13-9, etc., draws.

(a) 27-24, 7-10, 22-18, 15-22, 24-15, 10-19, 26-17, 8-11, 29-28, 11-15, 31-27, 4-8, 25-21, 3-7, 27-23, 19-26, 30-23, 15-19, 23-16, 8-12, 16-11, 7-16, 32-27, 16-19, 27-24, 19-23, 24-19, draws.—J. Ferguson and A. J. Macdonald.

(b) 22-17, 8-11, \*26-22, \*14-18, 27-23, 18-27, 22-18, 15 22, 24-8, 27-32, 17-14, 10-17, 21-14, 1-5, 28-24, 32-28, 14-9, 28-19, 9-2, 19-15, 2-6, d-5-9, 6-2, 9-14, 13-9, 14-17, 9-5, 17-21, 5-1, etc., draws.—Robertson.

(c) 8-12, 20-16, 15-18, 27-24, 18-23, 24-15, 12-19, 13-9, 23-27, 9-6, 27-31, 6-2, W. wins.—Martins beat Gardner.

(d) Beware of 12-16, 31-27, 3-12, 13-9, 5-14, 30-26, W. wins.—Schaefer beat Coakley.

(2) 10-14, 18-15, 14-18, 29-25, 3-7, 27-23, 18-27, 32-16, 8-11, 15-8, 4-20, 26-23, 9-14, 25-22, 14-17, 23-18, 17-26, 31-22, 1-5, 18-15, 5-9, 22-17, 7-10, 15-11, 9-14, 10-7, 14-21, 7-2, 21-25, 2-9, 25-30, draws.—C. F. Barker and J. P. Reed.

(3) 32-27, 4-8, 18-15, 9-14, 29-25, 14-17, 25-21, 10-14, e-\*13-9, 6-13, 27-24, 8-12, f-24-20, 14-18, 21-14, 18-27, 31-24, 19-23, 26-19, 16-23, 14-10, 23-26, 20-16, 12-19, 10-7, 3-10, 15-6, 1-10, 24-6, drawn.—Hefter.

(e) 27-24, 16-20, 23-16, 20-27, 31-24, 8-11, 16-7, 3-19, 24-15, 6-9, B. wins.—Denvir beat Wright.

(f) 31-27, 16-20, 23-16, 12-19, 15-11, \*14-18, 21-14, 18-23, etc., B. wins.—Hefter.

## Game No. 26.—DYKE.

The line most commonly played.

11 15	1-*8 11	8 12	12 19	9 13	17 22
22 17	2-3-30 25	27 23	7-27 24	17 14	23 19
15 19	*4 8	11 16	20 27	13 17	22 26
24 15	22 18	29 25	32 16	25 21	19 16
10 19	4- 9 13	5- 6 9	7 10	1 6	26 31
23 16	18 14	31 27	14 7	18 15	Drawn.
12 19	13 22	6-16 20	2 20	3 7	Wyllie and
8-25 22	25 18	23 16	*21 17	26 23	Freeman.

(1) 7-10, 27-24, 8-12, 24-15, 10-19, 29-25, 4-8, 31-27, 9-14, 17-10, 6-15, 21-17, etc., draws.

(2) 22-18, 9-14, 18-9, 6-22, 26-17, 11-15, 30-26, 4-8, 29-25, 5-9, 25-22, 8-12, 17-13, 1-6, 27-23, 3-8, 23-16, 12-19, 32-27, 8-12, 27-23, 7-10, 23-16, 12-19, 31-27, 9-14, 27-28, \*6-9, etc., draws.

(3) 27-23, \*6-10, 23-16, 11-20, 22-18, 9-14, 18-9, 5-14, 29-25, 4-8, 25-22, 8-11, 26-23, 11-15, 23-19, 15-24, 28-19, 7-11, 17-13, 11-15, 19-16, 14-18, 22-17, 15-19, 17-14, 10-17, 21-14, 19-24, 14-9, 18-23, 31-26, 23-27, 32-23, 24-27, 23-18, 27-31, 26-22, 31-27, 18-15, 27-23, etc., draws.—Schaefer and Wyllie.

(4) 9-14, 18-9, 6-22, 25-18, 2-6, 29-25, 6-10, 18-15, 11-18, 27-23, 18-27, 31-6, 1-10, 21-17, 10-14, 17-10, 7-14, 32-27, 8-11, 27-23, 3-7, 26-22, 7-10, 22-18, 10-15, 18-9, 5-14, 25-21, 11-16, 28-24, 15-18, 24-20, drawn.—Clarke and Stove.

(5) 16-20, 23-16, 12-19, a-31-27, 3-8, 18-15, 6-10, 15-6, 2-18, 27-24, 20-27, 32-14, 1-6, 21-17, 8-11, 25-21, 6-9 14-10, 7-14, 17-10, 11-15, 10-6, 15-18, 6-2, 9-13, 2-6 5-9, 6-1, 9-14, 1-6, 18-23, 26-22, 23-26, 6-9, 26-30, 9-18, 30-25, 21-17, 19-23, drawn.—Yates and Martins.

(a) If 32-27, 3-8, 27-23, 20-24, 23-16, 24-27, 31-24, 7-10, B. wins.

(6) 1-6, 27-24, 7-10, 14-7-, 3-10, 24-15, 10-19, 25-22, 6-10, 18-15, 2-6, 22-17, 9-15, 17-14 10-17, 21-14, 13-17, 14-10, 6-9, 15-11, drawn.—Adamson and Martins.

(7) If 27-23, 19-24, 28-19, 20-24, get a king, and B. wins.

(8)

26 22	24 15	25 22	c-31 27	22 17	15 8
7 10	10 19	8 12	10 19	9 14	6 31
30 26	b-22 18	18 15	18 15	17 10	26 22
2 7	4 8	19 23	16 20	19 24	Drawn.
27 24	32 27	27 18	17 13	28 19	Gardner and
8 12	12 16	7 10	3 8	8 11	Granger.

(b) 17-14, 9-18, 22-15, 4-8, 32-27, etc., draws.

(c) 15-11, 3-7, 11-2, 9-13, 2-9, 5-30, etc., B. wins.

## Game No. 27.—EDINBURGH.

The novice should avoid this opening ; it is not strong.

†9 13	7 16	*9 13	3 7	22 26	31 26
22 18	22 18	17 14	15 10	7 11	7 2
1 10 15	4 8	10 17	7 16	26 31	1 5
2 25 22	29 25	21 14	10 7	14 10	2 7
6 10	5 9	13 17	2 11	23 27	5 9
3-23 19	25 22	19 15	27 24	*28 24	25 21
11 16	16 20	11 16	20 27	27 32	9 13
18 11	24 19	32 27	31 8	24 20	7 10
16 23	8 11	17 22	16 19	32 27	23 18
27 18	4-22 17	15 11	8 3	30 25	Drawn.
8 15	13 22	16 19	19 23	27 23	Reed and Barker.
18 11	26 17	18 15	3 7	10 7	

(1) 12-16 or 11-16, followed by 24-20, are not good for Black.  
 (2) 6-9, 25-22, \*11-15, 18-11, 8-15, 23-18, 7-11, 27-23, 3-7, 30-25, etc., draws.—*Martins and Wyllie*.  
 (3) \*21-17, 11-16, 18-11, 8-15, 24-19, 15-24, 27-11, 7-16, 23-18, 2-7, 29-25, 10-14, 17-10, 7-23, 26-19, 16-23, 31-26, 23-27, etc., draws.—*Heffner and Barker*.  
 (4) 26-23, 2-7, 30-26, 1-5, 32-27, 10-14, 22-17, 13-22, 26-10, 7-14, 31-26, 11-16, 26-22, 3-7, 22-17, 7-11, 17-10, 9-14, 18-9, 5-14, 10-7, drawn.—*W. T. Walton*.

## Game No. 28.—EDINBURGH.

9 13	9 18	8 15	6 10	5 9	13 31
1-22 18	23 7	23 18	14 7	24 20	20 11
10 15	3 10	15 19	2 11	8 11	31 24
2-25 22	3-26 23	4-30 26	32 27	21 17	Drawn.
5 9	11 16	4 8	11 15	12 16	
29 25	24 19	18 14	25 21	31 27	
7 10	15 24	10 17	1 5	15 18	
18 14	27 11	21 14	27 24	22 8	Freeman.

(1) 24-20, 11-15, 22-17, 13-22, 25-11, 8-15, etc., is a good “defiance” for White.  
 (2) (s) A nice trap comes from 18-14, 15-19, 24-15, 11-18, 23-19, 8-11, 28-24, 11-16, 26-23, 6-9, 31-26, 1-6, a-26-22, 4-8, 22-15, 9-18, 23-14, etc., B. wins.  
 (a) \*14-10, 6-15, 23-14, 9-18, 19-10, 7-14, 26-22, 2-6, etc.—*Strickland beat Wyllie*.  
 (3) 27-23, 11-16, 24-19, 15-24, 28-19, 8-11, 23-18, 16-23, 26-19, 11-16, 31-26, 16-23, 26-19, 4-8, etc., draws.—*J. Lees*.  
 (4) 31-26, \*6-9, 18-14, is also a good line.

(s) See “HILL’S MANUAL,” Consultation Game No. 20, for another White line of play.

## Game No. 29.—FIFE.

11 15	26 23	14 23	26 22	4- 2 6	22 15
23 19	19 26	27 18	8 12	14 9	10 28
9 14	30 5	8 11	24 20	6 10	7 2
22 17	15 18	32 27	12 16	21 17	1 10
†5 9	25 22	2- 4 8	28 24	8 12	2 7
17 13	18 25	31 26	3 8	9 6	13 22
14 18	29 22	7 10	*13 9	16 19	7 14
s-19 16	1-10 14	3-27 23	6 13	28 7	
12 19	22 18	10 15	*18 14	15 18	Drawn.

(1) 8-11, 27-23, 11-15, \*23-19, 4-8, 31-26, 15-18, 22-15, 7-11, 24-20, 11-18, 19-16, 2-7, 28-24, 8-11, 26-23, 18-27, 32-23, 11-15, 16-11, 7-16, 20-11, 10-14, 23-19, 15-18, 19-16, 18-23, \*11-7, etc., draws.

(2) A tricky move here is 7-10, \*31-26, \*11-16, \*26-23, 16-20, 24-19, 4-8, \*19-16, 8-11, etc., draws.

(3) 21-17, 10-15, 26-22, 8-12, 27-23, etc., draws easily.

(4) If 2-7, 22-18, 15-22, 23-18, etc., draws.

(s) See Consultation Game No. 19 in “HILL’S MANUAL” for other lines of play.

## Game No. 30.—FIFE.

Another line of defence much played.

11 15	15 24	3- 3 8	8 24	16 19	14 23
23 19	28 19	18 14	32 28	23 16	28 24
9 14	13 22	10 17	24 27	1 6	23 27
22 17	25 9	21 14	31 24	16 11	24 20
5 9	6 13	4-13 17	12 16	6 9	Drawn.
1-‡26 23	29 25	27 23	14 10	20 16	<i>Martins</i>
9 13	8 11	11 16	7 14	17 22	<i>and</i>
24 20	2-*23 18	20 11	24 20	25 18	<i>Robertson</i> .

‡ This is a favourite defence of many eminent players, but I consider taking the man, as in game No. 29, preferable for the novice.

(1) 17-13, 14-18, 21-17, 9-14, 25-21, \*7-11, 30-25, 3-7, 26-23, 11-16, 13-9, 6-22, 24-20, etc., draws.

(2) 25-22, 4-8, 27-24, 11-15, 23-18, 8-11, 32-28, 1-5, 21-17, 10-14, 17-10, 7-23, 19-10, 23-27, 24-19, 27-32, 22-18, 13-17, 30-26, 17-21, etc., draws.—*Yates and Martins*.

(3) 13-17, 21-14, 10-17, 31-26, 11-16, 20-11, 7-23, 26-19, 17-22, 25-21, 4-8, 27-24, 8-11, 24-20, 3-7, 19-15, 11-16, 20-11, 7-16, 21-17, 16-19, 17-14, etc., draws.—*Yates and Martins*.

(4) 11-16, 20-11, 8-24, 27-20, 4-8, 25-22, 8-11, 31-27, 1-5, 22-18, 13-17, 27-24, 17-22, 32-27, 12-16, 27-23, etc., draws.

## Game No. 31.—GLASGOW.

A good and safe defence for White, and though the ending looks complicated, it is all in favour of the second player.

11 15	20 11	2-19 24	32 28	1 6	20 11
23 19	1- 3 7	3-17 13	6 10	*30 26	27 20
8 11	28 24	8 11	*13 6	28 32	22 17
22 17	7 16	26 23	2 9	*31 27	15 22
†11 16	24 20	9 14	28 19	4-12 16	23 19
24 20	16 19	22 18	15 24	5-27 24	22 25
16 23	25 22	5 9	*22 17	32 27	11 7
27 11	4 8	25 22	24 28	26 22	25 30
7 16	29 25	10 15	*17 13	11 15	Drawn.

(1) 8-8, 11-7, 2-11, 26-23, 11-15, 31-27, 15-19, 23-16, 12-19, 17-14, etc., draws.  
 (2) If 9-14, see game No. 32, and if 10-15, 17-18, 2-7, \*21-17, a-7-10, 20-16, 19-23, 26-19, 15-24, 22-18, 12-19, 17-14, 10-17, 25-22, 17-26, 30-16, etc., draws.  
 (a) 8-11, 26-23, 19-26, 30-23, 7-10, 32-28, 9-14, 25-21, 5-9, 28-24, 11-16, 20-11, 15-19, draws.

(3)

b-17 14	25 22	28 19	30 26	18 9	3 8
9 18	c- 8 11	10 15	24 28	5 14	11 15
22 15	f-22 18	19 10	17 14	10 7	8 11
10 19	5 9	2 6	1 5	28 32	Drawn.
32 28	g-21 17	26 19	14 10	7 3	
6 10	19 23	6 24	9 14	32 28	Macindoe.

(b) This line is most commonly played, the ending containing many pitfalls for the novice.  
 (c) 5-9, 22-18, 8-11, 26-23, 19-26, 28-19, 10-14, 30-23, 9-13, 18-9, 1-5, 31-26, 5-14, 26-22, 13-17, 22-13, 2-6, d-21-17, 14-21, 23-18, 6-10, 13-9, 21-25, 9-6, 25-30, 6-2, 30-26, e-18-15, 11-18, 2-7, 10-14, 7-10, 18-22, drawn.—Macindoe.  
 (d) 20-16, 11-20, 19-15, 12-16, 23-18, 14-23, 21-17, 23-26, 17-14, drawn.  
 (e) 2-6, 26-22, 6-8, 22-24, 8-4, \*24-27, 4-8, 27-23, B. wins.—Macindoe beat Clute.  
 (f) 21-17, 11-15, 17-14, 10-17, 22-13, 15-18, 26-22, 18-25, 30-21, 2-7, 21-17, 1-6, 20-16, 6-10, 31-26, 24-27, etc., B. wins.—Robertson.  
 (g) 26-23, 19-26, 28-19, 2-6, 31-22, 10-15, 19-10, 6-15, 21-17, 9-13, 17-14, etc., draws.  
 (4) If 32-28, 21-17, 14-21, 27-24, 28-19, 23-7, etc., W. wins.  
 (5) 26-22, 32-28, 22-17, 28-24, 18-15, 10-26, 17-1, 24-31, 13-6, 16-19, 6-2, 11-15, 2-6, 15-18, 6-10, 18-23, 10-15, 19-24, 15-18, 24-28, drawn.—Yates and Barker.

## Game No. 32.—GLASGOW.

Another line of attack.

11 15	27 11	4 8	32 28	15 19	26 23
23 19	7 16	2-*26 23	15 24	17 13	32 27
8 11	20 11	19 26	28 19	2 6	23 19
22 17	1- 3 7	30 23	5-10 15	25 22	14 18
9 14	28 24	8 11	19 10	19 24	17 14
25 22	7 16	*23 19	6 15	22 17	10 17
11 16	24 20	5 9	13 6	24 28	21 14
24 20	16 19	3 17 13	1 10	31 26	
16 23	29 25	4 11 15	22 17	28 32	Drawn.

(1) 3-8, 11-7, 2-11, 22-18, 14-23, 26-19, a-5-9, 30-26, 11-15, 28-24, 9-14, 26-23, 8-11, 31-26, etc., draws.—F. Dunne.  
 (a) If 11-15, 17-14, etc., W. wins.  
 (2) d-22-18, 14-23, 17-14, 10-17, 21-14, b-6-9, 14-10, 9-14, 25-22, 5-9, 20-16, 1-5, 10-6, 9-13, 16-11, 8-15, 31-27, 2-9, 27-11, 14-17, 11-7, 19-23, drawn.  
 (b) c-2-7, 31-27, 6-10, 27-18, 10-17, 25-21, 1-6, 21-14, 6-10, 30-25, 10-17, 25-21, 19-23, 26-19, 17-22, 19-15, 22-26, 18-14, 26 31, 15-10, 5-9, 10-3, etc., draws.  
 (c) 8-11, 25-22, 11-15, 31-27, 6-9, etc., draws.  
 (d) 17-13, e-8-11, 22-17, 19-24, 26-23, 11-15, 30-26, 15-18, 32-27, 24-28, 20-16, 12-19, 23-16, 28-32, 26-23, 10-15, 17-10, 15-19, 23-14, 32-23, 16-11, 6-15, 14-10, drawn.—C. H. Irving.  
 (e) 10-15, \*20-16, 2-7, 22-18, 14-23, 25-22, 5-9, 31-27, 15-18, 22-15, 19-24, 27-20, 12-19, 20-16, 9-14, 16-12, 7-11, 12-3, 11-18, 3-7, etc., W. wins.—J. Stark.  
 (3) 10-15, 19-10, 6-15, 13-6, 1-10, f-22-17, 12-16, 17-13, 2-6, 25-22, 16-19, 32-27, 19-24, 27-23, 24-28, 31-27, draws.—Dunne's improvement of Reed-Campbell match game.  
 (f) 31-27, \*12-16, 27-23, 2-6, 32-28, 6-9, 28-24, 9-13, 24-19, 15-24, 22-18, 10-15, B. wins.—F. Dunne.  
 (4) 2-7, 32-28, g-1-5, 22-17, 14-18, 31-27, 11-15, 27-24, 18-23, 17-14, 9-18, 21-17, 23-26, 25-21, 26-31, 17-14, 9-18, draws.—F. Dunne.  
 (g) 11-15, 20-16, 15-24, 28-19, 1-5, 22-17, 14-18, 31-27, 9-14, 27-24, h-5-9, 24-20, 18-22, 25-18, 14-23, 16-11, 7-16, 20-11, 23-27, 11-8, 27-31, 8-3, 31-27, 3-7, 9-14, 19-15, W. wins.—Drummond.  
 (h) 18-23, 16-11, 7-16, 24-20, 23-26, 20-11, 14-18, 11-7, 26-30, 7-3, 30-26, 3-7, W. wins.  
 (5) If 2-7, 20-16, W. wins, same as note g at 4th move.

## Game No. 33.—KELSO-EXCHANGE.

A safe reply for White.

+10 15	4- 8 11	11 15	11 15	24 28	32 27
+22 18	+23 18	32 28	30 26	18 14	31 24
15 22	6 10	15 24	15 24	10 15	20 27
25 18	27 23	28 19	22 18	14 10	6 2
1-11 15	*9 14	7 11	14 17	28 32	
18 11	18 9	22 18	21 7	17 13	
8 15	5 14	1 5	3 10	16 20	
2-29 25	24 19	18 9	26 22	10 6	
3- 4 8	15 24	5 14	12 16	2 9	
25 22	28 19	26 22	22 17	13 6	Drawn.

‡ 24-19, either here or earlier, is not so strong as the text move.

(1)

5- 6 10	29 25	6 15	30 26	15 24	14 5
18 14	11 15	23 19	4 8	28 19	7 23
9 18	24 19	15 24	26 23	8 11	5 1
23 14	16 23	28 19	6 10	23 18	11 15
10 17	26 10	8 11	22 17	10 15	Drawn.
21 14	2 6	25 22	11 15	19 10	A. D. Ritchie &
*12 16	27 23	1 6	32 28	5 9	J. H. Bailey.

(2) \*21-17, 4-8, 17-13, 9-14, 29-25, 8-11, \*24-20, 6-10, \*28-24, 1-6, \*32-28, a-14-17, 25-21, 10-14, 23-19, 7-10, \*30-25, 3-8, 25-22, 15-18, 22-15, 11-18, 27-23, 18-27, 19-16, 12-19, 24-15, 10-19, 31-15, \*6-9, 13-6, 2-9, f-15-10, 17-22, 26-17, 9-13, 10-7, 13-22, 7-3, 8-12, 3-7, 14-18, 7-10, drawn.—J. H. Bailey.

(a) 3-8, \*24-19, 15-24, 28-19, 11-15, 19-16, 12-19, 23-16, 7-11, 16-7, 2-11, \*27-23, 14-17, 25-22, 8-12, 31-27, 12-16, 27-24, 17-21, 23-19, 16-23, 26-19, 5-9, 19-16, etc., W. wins.—W. Taylor.

(3) 9-13, 25-22, 4-8, 23-18, 8-11, 27-23, 6-9, 24-20, 1-6, 28-24, 6-10, 32-28, 9-14, 18-9, 5-14, b-30-25, c-14-17, 21-14, 10-17, 25-21, 3-8, 21-14, 15-19, etc., draws.

(b) 24-19, 15-24, 28-19, 11-15, 19-16, 12-19, 23-16, \*14-18, 22-17, 13-22, 26-17, 15-19, etc., B. wins.—Jewitt beat Wilson.

(c) 11-16, 20-11, 7-16, 24-19, 15-24, 28-19, 13-17, 22-13, 14-18, 23-7, 16-30, 25-22, 3-10, 22-17, drawn.—Robertson.

(4) If 6-10, 23-18, 7-11, 24-19, 15-24, 28-19, etc., draws.

(5) 9-13, 6-29-25, 11-15, 18-11, 8-15, 24-19, 15-24, 28-19, 6-10, 23-18, 4-8, 26-23, 8-11, 25-22, 2-6, 30-26, 6-9, 27-24, 9-14, 18-9, 5-14, 22-17, 13-22, 26-17, 11-15, 32-28, 7-11, etc., draws.—Robertson.

(6) 18-14, \*11-15, 24-19, 15-24, 28-19, 8-11, 29-25, 11-16, 25-22, 6-10, 27-24, 10-17, 21-14, 1-6, 22-18, 13-17, 31-27, 16-20, 32-28, 4-8, 18-15, 6-9, 15-10, 9-18, 23-14, 7-11, B. wins.—J. Hill.

## Game No. 34.—KELSO.

This is one of the soundest defences White can adopt.

1 10 15	5 14	17 21	12 16	15 19	26 22
2 21 17	24 19	4-26 22	*18 15	7 11	27 23
11 16	*11 16	7 11	6 10	19 26	17 21
3-17 13	26 22	22 18	15 6	11 20	19 15
8 11	7 10	10 14	1 17	26 31	21 25
22 18	28 24	18 9	9 6	20 24	15 10
15 22	*3 7	11 18	2 9	31 26	25 30
25 18	31 26	23 14	13 6	30 23	10 6
16 20	14 17	16 23	8 11	21 30	22 26
29 25	22 18	27 18	6 2	24 27	Drawn.
9 14	4 8	20 27	11 15	30 26	Improves
18 9	18 15	32 23	2 7	23 19	Hill and Freeman.

If White replies 28-19, at second move, the safest reply is 7-10; but 15-18, 22-15, 11-18, 19-15, 12-16, 24-20, 16-19, same as Consultation Game, No. 2, at 9th move, in "HILL'S MANUAL."

(1) 24-19, 15-24, 28-19, 11-16, a-22-18, 16-20, 25-22, 8-11, 29-25, 11-16, c-21-17, 9-14, 17-10, 6-24, 32-28, 3-8, 28-19, 20-24, 27-11, 8-24, B. wins.—Hill and Strudwick.

(a) b-6-10, 22-18, 11-15, 18-11, 8-24, 27-20, 4-8, 25-22, 8-11, 29-25, 10-15, 21-17, 9-13, 17-14, 15-19, 23-16, 12-19, 22-18, 1-6, 32-28, 3-8, 31-27, 8-12, 27-23, 6-9, 28-16, 12-19, 25-21, 11-15, 18-11, 7-16, drawn.—Grover and Barker.

(b) 9-14, 22-18, 5-9, 26-22, 7-10, 27-24, is the "Second Double Corner" opening.

(c) 18-15, 7-10, 22-18, 3-7, 25-22, 4-8, 22-17, 9-14, drawn.

(2) 22-17, 11-16, 23-18, 15-22, 25-18, 8-11, \*17-13, 7-10, 29-25, 4-8, 25-22, 16-20, 24-19, 11-16, 26-23, 8-11, 28-24, 3-7, 30-25, 9-14, 18-9, 5-14, 22-18, 1-5, 18-9, 5-14, 25-22, \*11-15, 23-18, 14-23, 27-11, 16-23, etc., drawn.—J. Hill.

(3) 17-14, 9-18, 23-14, \*6-9, 22-18, 15-22, 25-18, 16-20, 24-19, 1-6, 29-25, 8-11, e-26-23, 4-8, 25-21, 11-16, f-21-17, 8-11, 19-15, 9-13, 15-8, 13-22, 8-4, 16-19, etc., drawn.—J. Hill.

(e) 27-23, 11-16, 25-22, 4-8, 32-27, 6-10, 30-25, 10-17, 22-6, 2-9, 19-15, 16-19, 23-16, 12-19, 25-22, 8-12, 27-24, 20-27, 31-24, 3-8, 24-20, 9-14, 18-9, 5-14, 15-10, etc., draws.—J. H. Bailey.

(f) 30-26, 6-10, g-21-17, 8-11, 19-15?, 10-19, 27-24, 20-27, 31-8, 9-13, 26-22, 16-19, etc., B. wins.—J. Hill.

(g) 28-24, 10-17, 21-14, 7-10, 14-7, 3-10, 18-15, 9-14, 15-6, 2-9, 26-22, 9-13, 31-26, B. wins.—J. Hill.

(4) 25-22, 1-5, 22-18, 7-11, 26-22, 10-14, etc., B. wins.—J. Hill.

## Game No. 35.—LAIRD AND LADY.

11 15	15 18	4 11	5 9	6 10	13 17
23 19	1) 24 20	19 16	25 22	15 6	22 13
8 11	2) 6 10	12 19	9 14	1 10	15 19
22 17	3) 27 24*	24 8	29 25	25 22	20 16
† 9 13	10 17	3 12	2 6	10 15	19 23
17 14	*26 22	4-*28 24	19 15	32 27	Drawn.
10 17	17 26	7 11	11 18	14 18	Reed and
21 14	31 8	24 19	22 15	30 25	Campbell.
(1)	4-8, 27-23, 18-27, 32-23, 6-10, 25-21, 10-17, 21-14, 2-6, 29-25, 6-10, 25-21, 10-17, 21-14, 1-6, 30-25, 13-17, 25-21, 6-10, 23-18, 10-15, 19-10, 5-9, etc., draws.				
(2)	3-8, *19-15, 6-10, 15-6, 1-17, 25-22, 18-25, 30-14, 11-15, 29-25, 15-18, 27-23, 18-27, 32-23, 13-17, 25-21, 12-16, 20-11, 8-15, 23-19, 15-24, 28-19, 7-11, 31-27, 4-8, 27-23, 8-12, 23-18, 5-9, 14-5, 11-16, draws.—Jackson and Smith.				
(3)	6-9, 28-24, 4-8, 32-28, *1-6, 26-22, 18-23, 27-18, 6-10, 31-26, 10-17, 18-15, 11-18, 22-15, 9-14, draws.—Barker.				

## Game No. 36.—LAIRD AND LADY.

Another line formed by White.

11 15	15 18	18 25	17 26	20 27	7 10
23 19	19 15	30 14	31 22	32 23	14 7
8 11	4 8	2- 2 6	6 10	12 16	5 14
22 17	24 19	29 25	22 17	19 12	7 2
9 13	a- 6 10	b-11 16	8 11	10 15	22 26
1-17 14	15 6	26 23	27 24	17 13	*28 24
10 17	1 17	13 17	16 20	15 22	26 31
21 14	25 22	25 22	23 18	13 9	Drawn.
(1)	Beware of 25-22, 5-9, 27-23, 9-14, 24-20, 15-24, 28-19, 4-8, 30-25, 11-15, 32-28, 15-24, 28-19, 8-11, 19-16, 12-19, 23-16, 6-9, 26-23, 1-5, 31-27, 10-15, etc., B. wins.—C. G. Roger.				

- (a) 13-17, 28-24, 11-16, 26-23, 16-20, 15-10, 6-15, 19-10, 17-21, 31-26, etc., draws.
- (2) 13-17, 26-23, 2-6, 23-18, 11-16, 27-23, 17-21, 32-27, 7-10, 14-7, 3-10, 18-15, 16-20, 23-18, 5-9, 31-26, 9-13, 26-23, 12-16, 19-3, 10-26, 18-14, etc., draws.
- (b) 6-9, 26-23, 9-18, 23-14, 13-17, 25-22, 17-26, 31-22, 7-10, etc., draws.

## MAID OF THE MILL.

## Game No. 37.—MAID OF THE MILL.

A game but little practiced. Black can avoid it by 15-19 at second move; and White, by 23-19 or 17-14 at fourth move.

11 15	24 20	18 25	19 15	9 13	10 7
22 17	4 8	29 22	10 19	24 19	26 30
8 11	28 24	4-15 18	24 15	18 23	7 3
17 13	11 15	22 15	7 11	15 10	30 26
†15 18	23 19	7 11	26 22	*14 18	3 7
23 14	2- 6 10	30 25	6 9	22 15	26 22
9 18	31 26	11 18	13 6	11 18	7 11
1-26 23	3- 1 6	32 28	2 9	19 15	Drawn
10 14	25 22	3 7	*27 24	23 26	Identical Positions.

- (1) 21-17, 10-15, \*24-20, 4-8, 26-23, 18-22, 25-18, 15-22, 23-18, 7-10, 28-24, 5-9, 30-25, 1-5, 25-21, etc., draws.
- (2) 8-11, 19-10, 6-15, \*30-26, 5-9, 13-6, 2-9, \*25-22, 18-25, 29-22, 14-18, 22-17, 18-22, 17-13, 22-25, 13-6, 1-10, 21-17, 10-14, 17-10, etc., draws.
- (3) 5-9, 13-6, 2-9, 25-22, 18-25, 29-22, 9-13, \*21-17, 14-21, 30-25, 21-30, 20-16, 30-28, 27-2, 10-15, 19-10, 12-28, 2-6, 8-11, 6-9, 11-15, 9-14, \*15-19, etc., draws.
- (4) \*8-11, 22-17, \*5-9, 26-22, 14-18, 17-14, 18-25, 14-5, 15-18, 21-17, etc., draws.

## Game No. 38.—MAID OF THE MILL.

A good line for White to adopt.

11 15	28 24	3 7	19 16	1 5	14 10
22 17	1-11 15	24 19	12 19	22 17	27 32
8 11	26 22	15 24	23 7	14 18	10 1
17 13	2- 5 9	28 19	2 11	23 14	32 28
15 18	30 26	7 11	25 22	9 18	Drawn.
23 14	7 10	22 15	18 25	27 24	
9 18	3-32 28	11 18	29 22	18 23	
24 20	4 8	31 26	10 15	17 14	
10 14	26 23	4- 8 11	26 23	23 27	J. Wyllie.

- (1) 4-8, 26-23, is same as game No. 37 at 12th move.
- (2) Beware of 4-8 for 13-9, 6-13, 22-17, 13-22, 27-23, 18-27, 25-4, and White wins.—J. Wyllie.
- (3) 26-23, 15-19, 24-15, 10-26, 22-15, 26-30, 15-10, 6-15, 13-6, 1-10, 31-26, 30-23, 27-9, 15-19, 21-17, 19-23, 25-22, 23-26, 17-14, etc., draws.—Wyllie and Bryden.
- (4) 10-15, 19-10, 6-15, 13-6, 1-10, 20-16, 12-19, 23-16, 8-12, 16-11, 15-19, etc., draws.—J. Lees and W. Gardner.

## Game No. 39.—OLD FOURTEENTH.

11 15	8 11	18 22	6 10	30 26	26 22
23 19	26 23	25 18	30 25	29 25	18 15
8 11	1- 9 14	15 22	10 17	*26 30	22 18
22 17	31 26	3-23 18	25 21	25 21	15 11
+ 4 8	6 9	14 23	22 26	30 26	7 16
17 13	13 6	27 18	21 14	32 28	20 11
15 18	2 9	9 13	4-12 16	*26 30	18 9
24 20	26 22	17 14	19 12	5-19 15	Drawn.
11 15	2- 1 6	10 17	*26 30	30 26	
28 24	22 17	21 14	24 19	15 8	Strickland.

(1) 3-8, 23-14, 9-18, 21-17, 18-22, 25-18, 15-22, 30-25, 6-9, 13-6, 2-9, 25-18, 9-13, 17-14, 10-17, 32-28, 17-22, 19-16, 12-19, 24-15, etc., draws.—“Zanoni.”

(2) If 9-13, 22-17, 13-22, 20-16, 11-20, 21-17, 14-21, 23-14, 10-17, 25-2, W. wins.—See Instructions to Beginners, page v.

(3) 17-13, \*14-17, 21-14, 9-18, 23-14, 10-17, 32-28, 17-21, etc., B. wins.

(4) My choice; but 26-30, 19-15, 30-26, 15-8, 26-22, \*32-28, 22-15, 24-19, 15-24, 28-19, 13-17, 8-4, 17-22, 4-8, 22-26, 20-16, 7-10, 14-7, 3-10, draws.

(5) 12-8, 3-12, 19-15, also draws.

## Game No. 40.—OLD FOURTEENTH.

11 15	2-27 23	4-*1 6	25 9	15 24	21 14
23 19	3- 6 9	*30 25	6 13	28 19	13 17
8 11	23 18	5-15 18	29 25	7 11	19 16
22 17	9 14	22 15	6- 8 11	22 18	12 26
4 8	18 9	11 27	25 22	3 7	31 13
+25 22	5 14	32 23	11 15	18 14	Drawn.
1-*9 18	26 23	13 22	24 20	10 17	Sturges.

‡ This is the favourite defence of many noted experts.

(1) 15-18, 22-15, 11-18, 17-13, 7-11, 24-20, 2-7, 28-24, 10-14, etc., draws, but is weak.

(2) 17-14, 10-17, 19-10, 7-14, etc., same as “Black Doctor,” game No. 11.

(3) 15-18, 23-14, \*11-16, draws, but is very weak.

(4) 2-6, 24-20, 15-24, 28-19, \*6-9, 30-26, 11-15, 32-28, 15-24, 28-19, 8-11, 19-16, etc., draws.

(5) If 6-9, 32-27, 2-6, \*22-18, etc., W. wins.

(6) 13-17, 10-17, 21-14, 19-16, etc., draws.

## Game No. 41.—PAISLEY.

11 16	7 10	4 8	16 23	16 19	20 27
24 19	22 17	22 18	27 18	10 7	18 15
8 11	4- 9 13	*3 7	20 27	11 16	13 17
22 18	18 9	18 14	32 23	7 3	15 10
10 14	13 22	10 17	*12 16	19 23	17 22
1-26 22	25 18	21 14	18 15	3 7	10 7
2-16 20	6 13	6 10	7 11	16 20	27 31
30 26	5-26 22	15 6	15 10	7 11	
11 16	1 6	2 18	8 12	23 27	
3-*28 24	18 15	23 14	23 18	31 24	Drawn.

(1) 25-22, 16-20, 30-25, 7-10, 28-24, 3-7, 22-17, 11-15, 18-11, 7-16, 25-22, 9-13, 32-28, 14-18, 22-15, 13-22, 26-17, \*4-8, 29-25, 5-9, 17-13, 9-14, 13-9, 6-13, 15-6, \*1-10, 25-22, 2-7, etc., draws.

(2)

7 10	22 18	8 11	18 11	30 25	7 2
22 17	13 22	15 8	10 14	11 8	23 27
16 20	18 9	4 11	27 18	25 22	32 23
30 26	6 13	25 22	14 23	15 10	13 17
11 16	25 18	11 15	24 19	22 18	21 14
26 22	2 6	28 24	23 26	10 7	Drawn.
9 13	18 15	6 9	22 18	18 23	R. Mar
18 9	3 8	23 18	26 30	19 15	and
5 14	29 25	16 23	18 15	1 5	J. Wyllie.

(3) 22-17, 4-8, 17-10, 6-24, 28-19, 7-10, 26-22, 10-14, \*22-17, 2-6, 17-10, 6-24, \*18-14, 9-18, 23-14, 8-11, 25-22, 1-6, 29-25, 6-10, 14-7, 3-10, \*21-17, 11-15, 17-13, 10-14, 25-21, 16-19, 32-28, 14-18, 22-17, 18-22, 27-23, drawn.—T. Tellum and J. Aitchison.

(4) 4-8, 32-28, a-9-13, 18-9, 13-22, 25-18, 5-14, 18-9, 6-13, 19-15, 10-19, 24-15, 16-19, 28-16, 12-19, 29-25, 1-6, 25-22, 3-7, 22-18, 7-11, 26-23, 19-26, 31-22, 2-7, 28-24, 7-10, 24-19, 10-14, 18-2, 11-25, 2-7, 25-30, 7-10, 30-26, 10-15, 26-31, 19-16, 31-24, 16-12, 8-11, 15-8, 24-19, 8-4, drawn.—J. H. Bailey and A. Jordan.

(a) 2-7, 25-22, 8-11, 29-25, 10-15, 19-10, 6-15, 17-10, 7-14, 24-10, 15-24, 28-19, 9-13, 18-9, 5-14, 19-15, 11-18, 22-15, 16-19, 23-16, 12-19, 15-11, 1-6, 25-22, 6-10, 27-23, 19-24, 22-18, \*24-27, 18-9, 10-14, 31-24, 20-27, etc., draws.

(5) b-32-28, 10-14, 18-9, 5-14, 19-15, 1-6, 26-22, 3-7, c-15-11, etc., draws.

(b) 21-17, 13-22, 26-17, 2-6, 18-15, 4-8, 29-25, 5-9, 17-13, 9-14, 25-21, 3-7, etc., B. wins.

(c) 22-18, 7-10, 18-9, 10-26, 31-22, 6-10, \*9-5, 10-15, \*21-17, 2-6, 17-14, 6-9, 5-1, 9-25, 29-22, 4-8, 1-6, 13-17, 22-13, 15-18, drawn.—J. M. Bradley.

## Game No. 42.—PAISLEY.

11 16	16 20	14 17	7 14	21 30	16 32
24 19	22 17	21 14	24 19	22 18	31 27
8 11	6 10	10 17	2 7	5 14	32 23
22 18	2-17 13	32 28	30 25	18 9	26 19
1-10 14	1 6	7 11	6 10	10 14	7 10
25 22	29 25	19 15	13 6	6 2	Drawn.
4 8	11 16	3 7	17 21	14 18	Hill and Brown.
28 24	25 22	3-15 10	18 9	23 14	Brown.

† Played to prevent 18 14, which gives White an easy line, see game No. 7.

(1) 9-14, 18-9, 5-14, 26-22, 16-20, 22-17, 4-8, \*30-26, 11-15, 25-22, 15-24, 28-19, 8-11, 22-18, 11-15, 18-11, 7-16, \*26-22, 3-8, 17-13, 8-11, 22-18, 1-5, etc., draws.

(2)

30 25	22 17	6-19 15	7 2	8-22 18	15 10
11 16	5-10 14	11 18	11 15	29 25	24 27
4-26 22	17 10	22 15	2 6	27 23	32 23
8 11	7 14	16 19	7-15 18	20 24	26 19
a-17 13	25 22	23 16	6 9	23 19	9 14
14 17	9 13	12 28	18 22	25 30	28 32
13 6	18 9	15 10	9 18	9-19 15	
17 26	5 14	3 8	22 29	9 14	
31 22	29 25	10 7	18 22	18 9	
2 9	1 5	8 11	5 9	30 26	Drawn.

(a) 18-15, 11-18, 22-6, 1-10, etc., draws, see game No. 18.  
 (3) If 24-19, 9-14, 18-9, 5-14, 22-18, 17-21, 18-9, 11-18, etc., B. wins.  
 (4) 17-13, 1-6, 32-28, 8-11, 25-22, 14-17, 21-14, 10-17, 19-15, 3-8, 15-10, 7-14, b-24-19, 2-7, 29-25, 6-10, 13-6, 17-21, 18-9, 21-30, 22-18, 5-14, 18-9, 10-14, 6-2, etc., draws, same as trunk.  
 (b) 29-25, 16-19, 24-15, 12-16, 28-24, 16-19, 23-7, 14-30, 7-3, 30-21, 3-12, 17-26, 31-22, 21-17, B. wins.—R. E. Bowen.  
 (5) 9-14, 18-9, 5-14, 25-22, 1-5, 29-25, 5-9, 17-13, 11-15, 13-6, 14-18, 23-14, 10-26, 19-10, 7-14, 24-19, W. wins.—Drummond  
 (6) 32-28, 13-17, 22-13, 14-18, 23-14, 16-32, 24-19, 32-27, 18-9, 27-23, 9 6, 23-16, 6-2, 11-15, 2-6, 15-19, 6-9, 20-24, 9-13, 24-27, 14-10, 27-31, 10-6, 31-26, 25-22, 26-17, 13-22, 19-24, B. wins.—C. F. Barker beat C. H. Freeman.  
 (7) 5-9, 25-22, 14-18, 22-17, etc., draws.  
 (8) 27-23, 20-24, 23-18, 24-27, 32-23, 28-32, \*22-26, 29-25, \*26-31, 25-22, 18-15, 9-14, 15-10, 32-28, 31-27, drawn.—C. H. Freeman.  
 (9) 18-22, 24-27, 32-23, 28-32, c-22-18, etc., draws.  
 (c) 19-16, 32-27, 22-18, 30-26, 23-19, 26-23, etc., B. wins.

## Game No. 43.—SECOND DOUBLE CORNER.

11 15	16-20	5 14	5 14	14 17	7 11
24 19	22 17	18 9	32 28	27 23	26 23
15 24	2- 9 18	1 5	12 16	17 21	11 16
28 19	17 14	9 6	19 12	3-23 19	24 20
1- 8 11	10 17	2 9	4 8	11 15	15 24
22 18	21 14	23 18	29 25	28 24	20 11
11 16	6 10	9 14	8 11	20 27	10 14
‡25 22	14 9	18 9	25 22	31 24	Drawn.

‡ This line is now more favoured than 18-14.

J. Hill.

(1) 9-14, 22-18, 5-9, 26-22, 7-11, 27-24, 3-7, 22-17, 11-15, 18-11, 8-15, 25-22, 9-13, a-22-18, 15-22, 19-15, 10-28, 17-3, 12-16, 23-18, 16-19, etc., draws.—J. Aitchison.  
 (a) 23-18, 14-23, 17-14, 10-26, 19-3, 12-16, 31-22, 16-20, 24-19, 2-7, etc., B. wins.—A. J. Heffner.  
 (2) 4-8, 30-25, 9-12, 17-14, 21-14, 6-9, 25-21, 1-6, 29-25, 8-11, 19-15, 11-16, 25-22, 7-10, 14-7, 3-19, \*18-15, 2-7, 15-11, 7-10, 11-7, 19-24, 7-3, 9-14, 3-7, 6-9, 7-2, 16-19, 23-16, 12-19, 2-6, 24-28, 6-24, etc., W. wins.—J. Hill. This variation also runs up from the "Single Corner."  
 (3) 23-18, 21-25, 30-21, 19-24, 28-19, 10-15, 19-10, 7-30, 22-18, 30-25, 18-14, 25-22, etc., B. wins.—J. Hill.

## Game No. 44.—SECOND DOUBLE CORNER.

11 15	21 14	16 20	21 17	32 27	1 6
24 19	16 23	32 27	9 13	25 21	27 31
15 24	27 18	7 11	5-18 15	27 23	3 7
28 19	12 16	4-29 25	1 6	7 3	31 26
8 11	26 23	2 6	15 11	12 16	7 11
22 18	4 8	30 26	6 9	14 10	26 17
1-2-11 16	31 27	11 16	11 2	16 19	21 14
3-18 14	8 12	24 19	9 18	10 6	13 17
9 18	25 21	3 7	23 7	19 24	Drawn.
23 14	6 9	26 22	16 32	6 1	Wyllie and Freeman.
10 17	27 24	6 10	17 14	24 27	

(1) 9-14, 18-9, 5-14, 25-22, 11-15, 32-28; 15-24, 28-19, 4-8, 22-18, 8-11, 18-9, 6-13, 29-25, 11-15, 27-24, 7-11, 25-22, 11-16, \*21-17, 16-20, 31-27, 2-7, a-23-18, 7-11, 17-14, etc., draws.  
 (a) 30-25, \*7-11, 25-21, 10-14, 17-10, 11-16, 21-17, 15-18, B. wins.—P. M. Bradt.  
 (2) 10-14, 25-22, 11-16, 22-17, 9-13, 17-10, 6-22, 26-17, 13-22, 30-26, 5-9, 26-17, \*9-14, 17-10, 7-14, 29-25, 4-8, 25-22, 2-6, \*31-26, 8-11, 22-18, 11-15, 18-11, etc., draws.  
 (3) 25-22, 4-8, 29-25, 10-14, 27-24, 16-20, 31-27, 7-10, \*32-28, 3-7, 18-15, 14-18, 23-14, 9-18, 26-23, 7-11, etc., draws.  
 (4) 24-19, 2-6, 29-25, 20-24, 27-20, 11-15, etc., B. wins.  
 (5) If 25-21, 5-9, 14-5, 7-11, 18-14, 11-15, B. wins neatly.

## Game No. 45.—SINGLE CORNER.

11 15	9 18	4- 8 11	11 16	11 16	6 9
22 18	23 14	17 14	28 24	31 26	15 6
15 22	1- 6 10	4 8	1 6	3 7	9 18
25 18	29 25	24 19	26 23	26 22	23 14
12 16	10 17	16 23	16 20	6 10	16 32
18 14	25 21	27 18	32 27	22 17	14 9
10 17	2) 17 22	8 12	7 11	2 6	Drawn.
21 14	3) 26 17	30 26	24 19	18 15	Strickland.

(1) 6-9, 26-23, 9-18, 23-14, 1-6, 31-26, 8-11, 24-19, 16-23, 27-18, 3-8, 29-25, 11-15, 18-11, 8-15, 26-23, 4-8, 28-24, 8-12, etc., draws.—Freeman and Heffner.  
 (2) 16-20, 21-14, 8-11, 24-19, 1-6, 26-22, 6-10, \*31-26, 10-17, 22-13, 4-8, 27-23, 8-12, 23-18, 2-6, 19-15, \*3-8, 26-23, 12-16, 32-27, a-5-9, 28-24, etc., draws.  
 (a) If 7-10, 13-9, \*5-14, 18-2, 10-26, etc., draws.  
 (3) 1-6, 21-14, 8-11, 27-23, 16-20, 23-18, etc., draws.—Strickland.  
 (4) 5-9, 17-13, 1-6, 27-23, 9-14, 31-26, 16-20, 23-19, etc., draws.

## Game No. 46.—SINGLE CORNER.

11 15	24 19	9 13	32 23	16 19	31 26
22 18	6 10	18 9	10 15	9 6	11 15
15 22	28 24	5 14	17 13	1 10	Drawn.
25 18	8 11	23 19	8 11	17 14	
1-‡12 16	19 16	13 22	30 26	10 17	
2-29 25	4 8	26 17	11 16	21 14	
10 14	3-16 12	16 23	23 18	7 10	Smith
25 22	11 16	27 9	15 22	14 7	and
16 20	22 17	20 27	26 17	2 11	Jackson.

† 10-15, 18-11, 8-15, 21-17, 4-8, 17-13, 9-14, etc., same as "Kelso," game No. 33, var. 2.

(1) 8-11, 29-25, 4-8, 24-20, 10-15, 25-22, 12-16, \*21-17, 8-12, etc., draws, see "HILL'S MANUAL."  
 (2) 24-19, 16-20, 26-22, 9-13, 28-24, 5-9, 29-25, 8-12, 32-28, 10-14, \*30-26, 4-8, 18-15, 7-10, 19-16, 12-19, 23-16, 10-19, 24-15, 8-11, 15-8, 3-19, 27-24, 20-27, 31-15, 2-7, 26-23, 1-5, a-22-18, 13-17, 15-11, 7-16, 18-15, draws.—Freeman and Wyllie.  
 (a) If 23-19, 14-18, 19-16, 18-23, etc., B. wins, gaining the man on 22.  
 (3) A pretty trap arises from 32-28, b-1-6, 16-12, 11-16, 24-19, 8-11, 19-15, 10-19, 27-24, W. wins.—P. Thirkell.  
 (b) 9-13, instead of 1-6, looks like a Black win.

## Game No. 47.—SOUTER.

11 15	4 8	18 27	3 10	14 18	11 15
23 19	24 20	32 23	30 26	22 17	7 3
9 14	15 24	3-10 14	5 14	6- 9 13	31 27
22 17	28 19	19 10	26 23	17 14	3 7
† 6 9	11 15	6 15	1 6	10 17	12 16
17 13	27 24	*13 9	23 19	19 10	20 11
2 6	14 17	4-14 18	8 11	18 22	27 20
25 22	21 14	23 14	25 21	21 14	7 10
8 11	9 18	5- 7 10	6 9	22 31	15 19
2) 29 25	26 23	14 7	31 26	10 7	Drawn.

(1) 27-23, a-4-8, 22-17, 14-18, 23-14, 9-18, 26-23, 18-27, 32-23, 12-16, 19-12, 15-19, 23-16, 11-27, 31-24, 8-11, 30-26, 11-16, 26-23, 16-20, 24-19, 20-24, 23-18, 24-27, 18-14, 27-31, 12-8, 3-12, 14-9, drawn.—Strickland.  
 (a) 14-18, 23-14, 9-25, 29-22, 4-8, 22-17, 15-18, 26-23, 18-27, 32-23, 11-16, 24-20, 8-11, 30-26, 10-14, 17-10, 7-14, 26-22, 14-17, 21-14, 6-9, 13-6, 1-26, 31-22, 3-7, 19-15, drawn.—Yates and Wyllie.  
 (2) 22-17, 14-18, 23-14, 9-18, 27-23, etc., draws same as variation 1 at 7th move.  
 (3) 5-9, 23-18, 8-11, 20-16, 11-27, 18-2, 27-32, 2-7, 10-14, 7-11, 32-28, 19-15, 14-18, 22-17, 28-24, \*25-21, \*24-20, \*17-14, 18-23, 14-5, 6-9, etc., draws.—E. Mee and J. Brown.  
 (4) b-7-11, 23-18, 14-23, 31-26, 5-14, 26-10, 14-18, 22-15, 11-18, 25-22, 18-25, 30-21, 8-11, 21-17, 11-15, 17-13, 15-18, 24-19, 18-23, 19-15, drawn.—Sturges.  
 (b) 14-17, 22-13, 5-14, 25-22, 1-6, 23-19, 7-10, 30-25, 14-17, 25-21, 17-26, 31-22, 8-11, 21-17, 3-8, 17-14, 10-26, 19-1, drawn.—W. Hay.  
 (5) c-7-11, d-31-26, e-3-7, 25-21, \*15-19, 24-15, 11-25, 9-6, 1-17, 21-14, f-8-11, 30-21, 11-15, 26-22, 15-19, 22-17, 7-11, 14-10, 5-9, 10-7, 9-13, 17-14, 13-17, 7-3, 17-22, 3-8, 11-15, 8-11, drawn.  
 (c) 8-11, 31-27, 3-8, 30-26, 12-16, 27-23, 8-12, 14-10, 7-14, 25-21, 14-18, 23-14, 16-19, 22-17, 19-28, 9-6, draws.—W. Hay.  
 (d) 30-26, 3-7, 31-27, draws same as note c.  
 (e) If 12-16, 24-19, 15-24, 14-10, 5-14, 10-7, 3-10, 22-18, 14-23, 26-3 W. wins.—Drummond.  
 (f) If 25-29, 26-23, 8-11, 23-19, 5-9, 14-5, 7-10, 5-1, 11-15, 1-6, W. wins.  
 (6) 9-14, 17-13, 18-23, 26-22, 23-26, 13-9, 26-30, 9-6, 30-26, 22-17, 26-23, 6-2, 23-16, 2-7, 15-18, 7-3, 10-15, 17-10, 16-19, 10-6, 19-28, 3-8, 18-23, 6-1, 23-27, 1-6, 28-24, 6-10, 24-19, 10-14, 19-22, 14-10, drawn.—A.D.P.

## Game No. 48.—SOUTER.

Another defence, strong for White.

11 15	*26 22	13 22	25 22	11 15	20 16
23 19	3- 4 8	30 25	11 15	32 28	11 20
9 14	22 18	5 14	24 20	15 24	19 15
22 17	15 22	25 9	15 24	28 19	10 19
6 9	25 18	1 5	28 19	3 8	23 16
†27 23	9 13	29 25	8 11	22 17	Drawn.
1-2-8 11	18 9	5 14	31 26	8 11	Anderson.

† Black may prevent this move by playing 8-11 before 6-9. I consider this defence very good for White.

(1)

9 13	5 14	15 24	2 11	1 5	7 11
24 20	29 25	28 19	26 23	26 22	13 6
15 24	8 11	7 11	4 8	11 15	15 18
28 19	25 22	19 16	30 26	31 27	Drawn.
13 22	11 15	12 19	a- 3 7	5 9	
25 9	32 28	23 7	22 17	17 13	C. F. Barker.

(a) 11-15, 20-16, 15-19, 16-12, 19-24, 22-18, 1-5, 18-9, 5-14, 26-22, 10-15, 22-17, 15-18, 17-10, 18-27, 10-7, 3-10, 12-3, 10-14, 3-7, 14-18, 7-10, 18-22, 10-15, 27-32, 15-19, W. wins.—C. F. Barker beat J. P. Reed.

(2) b-15-18, 32-27, c-9-13 may draw.

(b) 2-6, 26-22, 14-18, etc., W. wins.

(c) 2-6, 25-22, 18-25, 29-22, 7-11, 24-20, 11-15, 20-16, 15-24, 28-19, 3-7, 19-15, etc., W. wins.—Anderson.

(3)

4- 2 6	22 8	10 17	26 22	8 11	18 11
30 26	4 11	28 19	3 8	27 23	9 13
14 18	28 19	6 9	22 15	6 10	Drawn.
23 14	11 15	21 14	7 11	22 17	
9 18	17 14	9 18	25 22	5 9	
24 20	15 24	31 27	11 25	23 18	
15 24	32 28	1 6	29 22	*11 15	Strickland.

(4) 11-16, 24-20, 15-24, 20-11, 7-16, 28-19, 4-8, 17-13, d-2-6, 22-17, 8-11, 25-22, 16-20, 30-26, 20-24, 29-25, 11-16, e-19-15, 10-19, 17-10, 6-15, 13-6, 1-10, 23-18, White for choice.

(d) 8-11, 13-6, 2-9, 22-18, 9-13, 18-9, 5-14, 25-22, 3-7, 22-18, etc., draws.

(e) If 22-18, 10-15, etc., draws.—J. H. Strudwick.

## Game No. 49.—SWITCHER.

A finely played game.

11 15	6 10	15 19	11 16	19 23	7 30
†21 17	*22 17	23 16	28 24	26 19	27 23
1- 9 13	13 22	12 19	16 19	10 15	Drawn.
25 21	26 17	24 15	24 15	19 10	
8 11	2- 4 8	11 18	10 19	5 9	
17 14	29 25	30 25	17 13	13 6	ckering and
10 17	3- 1 6	8 11	6 10	2	
21 14	25 21	31 26	21 17	14 5	Wyllie.

(1) 9-14, 25-21, 15-19, etc., draws, see game No. 25.

(2) 15-18, a-29-25, 18-22, 25-18, 10-15, 24-19, 15-22, 27-24, draws, see Consultation Game No. 11, "HILL'S MANUAL."

(a) 24-20, b-2-6, 28-24, 4-8, 29-25, 10-15, 25-21, 18-22, draws.

(b) Beginners, beware of 4-8, 29-25, 11-15, 30-26, 2-6, 28-24, 6-9, 24-19, 15-24, 20-16, 12-19, 27-20, 18-27, 31-6, 1-10, 26-22, W. wins.—Wyllie's famous stroke.

(3) 2-6, 24-19, 15-24, 28-19, 11-15, 27-24, 15-18, \*31-26, 18-27, 32-23, 6-9, 23-18, 9-13, 25-22, 1-6, 24-20, 6-9, 26-23, 7-11, 14-7, 3-10, 30-26, draws.

## Game No. 50.—SWITCHER.

11 15	8 15	10 14	b-10 15	6 10	15 18
21 17	24 20	17 10	30 26	20 16	22 6
9 13	16 19	7 23	3 8	8 12	2 9
25 21	27 23	26 19	26 23	23 19	c-11 7
5 9	19 24	6 10	9 14	14 18	13 22
23 18	28 19	19 16	31 27	21 17	7 2
12 16	15 24	24 28	1 6	18 25	Drawn.
18 11	a-23 18	16 11	27 24	29 22	C. Adamson.

(a) If 32-28, then 4-8, 28-19, 10-14 ought to win for Blacks.

(b) If 3-8, then 30-25, 8-15, 22-17, 13-22, 25-11, and White would have the strongest position.

(c) 19-15, 12-19, 15-10, 13-22, 24-15, 22-26, 10-7, draws.

## Game No. 51.—SWITCHER.

11 15	*3 8	8 11	1 10	*7 10	29 25
21 17	1 } 27 23	18 15	19 16	6 2	14 18
9 13	2 } 11 15	11 18	12 19	10 14	4 8
25 21	24 19	22 6	26 23	2 6	32 28
8 11	15 24	13 29	19 26	14 17	8 12
*29 25	28 19	21 17	31 6	6 10	28 24
*15 18	6 9	9 18	2 9	17 21	12 16
23 14	23 18	17 13	13 6	10 14	B. wins. J. L. Richmond.

‡ Weak, if not absolutely a loss.

(1) 24-19, 11-15, 26-23, 15-24, a-27-20, \*6-9, 23-18, \*1-6, 31-27, 12-16, 20-11, 8-15, 18-11, 9-18, 22-15, 13-29, 21-17, 7-16, 27-24, 10-19, 24-15, B. wins.—J. L. Richmond.

(a) 28-19, 8-11, 30-26, \*6-9, 32-28, 9-18, 22-8, 13-29, 8-3, 2-6, 19-15, 10-19, 23-16, 12-19, 3-10, 6-15, 27-23, 29-25, 23-16, 15-18, 16-11, 25-30, 26-23, 18-27, 31-24, 30-26, 24-19, 26-23, 19-16, looks like a draw.—J. H. Bailey.

(2) 26-23, 11-15, 24-19, 15-24, 28-19, 8-11, b-27-24, 11-15, 24-20, 15-24, 23-18, 6-9, 32-28, 4-8, 28-19, 8-11, 20-16, 11-20, 31-27, 1-6, 30-26, 12-16, 9-12, 10-15, 18-11, 9-18, 22-15, 13-31, B. wins.—J. Lees beat I. W. Walker.

(b) 30-26, same as var. a at 3rd move.

## Game No. 52.—SWITCHER.

11 15	b- 6 9	15 24	1 6	3 10	f-15 19
21 17	23 18	27 20	25 18	29 25	21 7
9 13	c- 9 14	4 8	6 13	11 15	2 20
25 21	18 9	e-30 25	18 14	20 16	26 23
8 11	5 14	8 11	10 17	12 19	19 26
a-24 19	27 23	22 18	21 14	23 16	31 22
15 24	11 15	13 22	7 10	13 17	Drawn.
28 19	d-32 27	18 9	14 7	25 21	A. C. P.

(a) This seems to lead to a fairly even game.

(b) 10-14, 11-15 or 4-8 here would be quite safe.

(c) Better than 11-15 or 10-14.

(d) 32-28 would too much weaken White's crown-head by being followed with 7-11, etc.

(e) 22-18, 13-22, 26-17, 1-6, 18-9, 6-22, leaves Black with the strongest game.

(f) 15-18 would lose.

## Game No. 53.—WHILTER.

11 15	29 25	18 22	13 6	9 18	19 15
23 19	3- 1 5	25 18	2 9	27 24	17 14
9 14	22 17	15 22	16 12	20 27	15 11
22 17	8 11	5-23 18	10 17	32 14	14 10
† 7 11	31 26	22 25	12 8	22 17	28 24
25 22	4-16 20	17 14	17 21	14 9	23 27
11 16	19 16	10 17	8 3	5 14	24 20
26 23	12 19	21 14	29 25	10 7	10 14
1- 5 9	23 16	6-25 29	3 10	14 18	16 19
17 13	14 18	24 19	25 22	7 16	Drawn.
2- 3 7	26 23	6 10	18 14	18 23	Robertson.

(1) 16-20, 30-26, 2-7, \*23-18, 14-30, 19-16, 12-19, 31-26, 30-23, 27-2, 20-27, 32-16, 6-9, 16-12, 9-13, 2-7, 10-15, 28-24, 3-10, 12-3, 1-6, 24-20, 15-19, etc., draws.—Wyllie.

(2) If 16-20, 30-26, 2-7, \*21-17, 14-21, 29-25, 21-30, 19-16, etc., White for choice.

(3) 7-11, a-24-20, 15-24, 28-19, 11-15, 20-11, 15-24, 27-20, 8-15, b-31-27, 15-18, etc., draws.—Hegner and Barker.

(a) 31-26, 16-20, 19-16, 12-19, 23-7, 2-11, 26-23, 15-18, 22-15, 10-26, 30-23, 11-15, 25-22, 6-10, 13-6, 15-18, 22-18, 22-15, 10-26, 6-2, 26-31, 27-23, 20-27, 2-7, 8-11, 7-16, 14-18, etc., draws.

(b) Better than 30-26, 4-8, 20-16, etc., draws.

(4)

4 8	15 24	7 11	5 14	28 32	24 27
25 22	28 19	23 19	30 21	21 17	14 10
16 20	11 16	7-20 24	14 18	32 28	Drawn.
23 18	17 14	14 10	19 15	17 14	
14 23	10 17	8- 9 14	24 28	28 24	
27 18	21 14	18 9	1 5	15 10	
20 27	16 20	11 25	2 7	7 11	
32 23	19 15	10 1	5 9	10 6	Anderson.

(5) 16-12, 22-25, 12-8, 11-15, 8-3, 9-14, \*23-19, 25-29, 19-16, etc., draws.

(6) 11-15, 18-11, 9-18, 30-21, 18-22, 21-17, 22-26, 24-19, 26-30, 28-24, c-30-25, etc., draws.

(c) 30-26, 27-23, 20-27, 16-12, 7-16, 12-8, 4-11, 19-12, 26-19, 32-7, 2-11, 17-14, 11-16, etc., W. wins.—Martins' shot.

(7) 2-7, 19-16, 12-19, 15-10, 6-15, 13-6, 20-24, 6-2, 24-27, 2-6, 27-32, 6-10, 8-12, drawn.—Anderson.

(8) 24-27, 10-1, 9-14, 18-9, 11-25, 18-9, 5-14, 26-22, 8-11, 1-5, etc., draws.—Martins and Wyllie.

## Game No. 54.—WHILTER.

11 15	3-16 20	5 9	15 18	14 18	15 24
23 19	\$30 26	23 18	22 8	23 14	28 19
1) 7 11	4- 8 11	1 5	4 11	10 26	26 31
2) 26 23	19 16	31 26	16 12	8 3	23 18
3 7	12 19	9 14	13 22	6 10	10 15
‡21 17	23 16	18 9	12 8	24 19	3 10
11 16	5- 9 13	5 14	22 25	11 15	Drawn.
25 21	26 23	26 23	29 22	27 23	Anderson.

‡ Decidedly the best at this stage.

§ It is always a good rule in the Whilter to move 30-26 whenever Black moves 16-20 so early in the game.

(1) 22-17, 11-16, 26-23, 8-11, a-17-14, 9-18, 23-7, 16-23, 27-18, 15-22, 25-18, 3-10, 29-25, 6-9, 25-22, 9-14, etc., draws.

(a) If 17-13, 24-20 or 31-26, B. wins.

(2)

22 18	11 15	23 7	11 15	23 14	12 19
15 22	24 20	2 11	22 17	10 17	26 22
25 18	15 24	29 25	6 9	21 14	17 26
6- 9 14	28 19	4 8	17 13	1 17	30 16
18 9	8 11	26 23	3 7	31 26	Drawn.
5 14	19 16	8 12	13 6	7 10	Anderson and Martins.
7-27 23	12 19	25 22	14 18	20 16	Martins.

(3) 8-11, 29-25, 9-14, 24-20, 15-24, 28-19, 6-9, 17-13, 14-17, 13-6, etc., W. wins.

(4) 7-11, 19-16, 12-19, 23-7, 2-11, \*29-25, 11-16, 17-14, \*10-17, 22-13, b-9-14, 26-23, 15-19, 24-15, 6-9, 13-6, 1-26, 31-22, etc., W. wins.

(b) 8-11, 21-17, 4-8, 26-23, 6-10, 13-6, 15-19, 24-15, 10-26, 31-22, 1-10, 22-18, 10-15, 18-14, 15-18, 17-13, 11-15, 14-10, W. wins.

(5) 9-14, 29-25, 6-9, 17-13, 1-6, 22-17, 14-18, 24-19, 15-24, 28-19, 11-15, 32-28, 15-24, 28-19, 20-24, 27-20, 18-23, 26-22, 23-26, 22-18, 26-30, 16-12, 7-11, 12-8, 9-14, 18-9, 5-14, \*8-3, 11-15, 19-16, 15-19, 3-7, W. wins.—Anderson.

(6) 11-15, 18-11, 8-15, 29-25, 4-8, 25-22, 9-13, 27-23, 8-11, 23-18, 6-9, 26-23, 9-14, 18-9, 5-14, 30-26, 1-5, 22-17, 13-22, 26-17, 11-16, 24-20, 15-24, 28-19, 5-9, 20-11, 9-13, 11-8, etc., draws.—Strickland.

(7) 29-25, 11-15, 25-22, 6-9, 27-23, 8-11, 24-20, 15-24, 28-19, 11-15, etc., draws.—Jewitt and Powell.

## WILL O' THE WISP.

## Game No. 55.—WILL 'O THE WISP.

11 15	8 11	10 17	12 19	10 14	27 31
23 19	25 22	31 27	23 16	7 11	19 23
† 9 13	4 8	6-*2 6	10 19	14 23	6 9
22 18	4-24 20	19 15	24 15	11 15	23 27
15 22	6 10	17 21	8 12	19 24	31 24
1) 25 18	28 24	24 19	15 8	26 19	28 19
2) 5 9	1 5	7 10	12 19	9 14	21 25
3 29 25	5-*32 28	27 24	8 3	19 16	30 21
10 14	14 17	3 7	7 10	24 27	14 17
*27 23	21 14	19 16	3 7	15 19	Drawn.

(1) 10-14, 18-9, 5-14, 27-23, 8-11, 26-22, 6-10, 22-18, 14-17, 21-14, 10-17, 18-14, 1-5, 29-25, 2-6, 31-26, 17-21, 25-22, 6-10, 24-20, 10-17, 32-27, 4-8, 23-18, 7-10, 27-23, 5-9, 19-16, etc., draws.

(2)

7 11	12 16	16 20	19 23	31 27	27 23
19 15	25 21	31 27	27 18	18 14	2 6
10 19	16 19	10-7 10	20 27	8 12	20 24
24 15	17 14	14 7	32 23	7 3	28 19
7- 6 9	1 6	2 11	15 22	11 16	23 16
8-21 17	27 24	15 10	14 10	14 10	6 2
13 22	9 13	6 15	22 26	16 20	16 20
26 17	29 25	18 14	10 7	10 6	21 17
3 7	9-11 16	13 17	26 31	4 8	*8 11
30 25	25 22	22 13	23 18	6 2	Drawn.

Christie vs. Beattie.

(3) 10-15, 18-11, 7-23, 27-18, a-8-11, 24-19, 6-10, 29-25, 5-9, 25-22, 10-14, 26-23, etc., draws.

(a) 12-16, 29-25, 8-11, 25-22, 16-20, 24-19, 4-8, 19-16, 2-7, 16-12, etc., draws.—Campbell and Gardner.

(4) 19-15, \*7-10, \*32-27, 10-19, 24-15, 12-16, 22-17, 13-22, 26-10, 8-12, 15-8, etc., draws.

(5) 32-27, \*14-17, 21-14, 10-17, 19-15, \*12-16, \*18-14, 9-25, 30-14, 11-18, 20-4, etc., draws.

(6) 17-21, 19-16, 12-19, 23-16, 2-6, 16-12, 6-10, 27-23, 9-14, 18-9, 5-14, 22-18, 14-17, 18-14, 17-22, 26-17, 13-22, 14-9, 22-26, 9-6, 26-31, \*23-19, 11-15, 6-2, etc., draws.

(7) 5-9, 29-25, 12-16, 26-22, 16-19, 21-17, 9-14, 17-10, 13-17, 22-13, 19-24, 28-19, 8-12, 15-8, 6-29, 27-23, etc., draws.

(8) 29-25, 9-14, 18-9, 11-18, 26-22, 5-14, 22-15, 12-16, 28-24, 16-19, 24-20, 1-6, 30-26, 3-7, etc., draws.—W. Scott and J. H. Bailey.

(9) 13-17, 31-26, 19-23, 26-19, 17-22, 15-10, W. wins.—J. Hill.

(10) 7-11, 14-9, 5-23, 27-18, 20-27, 32-7, 2-11, 21-17, 8-12, 15-8, 4-11, 17-14, 12-16, 28-24, 16-20, etc., W. wins.—W. Beattie.

## Game No. 56.—WILL O' THE WISP.

Another defence formed by White.

11 15	16 23	12 16	5 9	16 20	20 24
23 19	27 18	32 27	21 17	29 25	10 7
9 13	7 16	3 7	7 10	13 17	25 30
1) 26 23	18 15	15 11	25 21	22 6	26 22
2) 8 11	10 19	6 10	1 5	15 29	24 27
23 18	24 15	27 23	17 14	6 1	Drawn.
3-11 16	16 19	10 15	10 17	29 25	
18 11	30 26	23 18	21 14	14 10	J. Lees.

(1) Anderson plays 5-9, 22-18, 15-22, 25-18, 1-5, 29-25, 13-17, 21-14, 10-17, 31-26, 9-13, 25-22, etc., and it runs into game No. 53. "Bohn's Hand Book" gives a fine variety of play on this line.

(2) 6-9, 22-18, 15-22, 25-18, 8-11, 29-25, 13-17, 21-14, 10-17, 31-26, 9-13, 25-22, 1-6, 24-20, 17-21, 27-24, 3-8, 19-16, etc., draws.—Heffner and Freeman.

(3)

5 9	24 15	4-10 14	15 8	2 7	11 2
27 23	16 19	27 23	27 32	15 10	19 15
11 16	23 16	19 24	8 4	31 26	2 7
18 11	12 19	28 19	32 27	10 17	15 19
16 20	27 23	1 5	4 8	26 19	22 15
32 27	7 10	22 18	5-27 24	17 14	19 3
7 16	23 16	20 24	6-26 22	19 16	25 21
30 26	10 19	19 15	24 27	7-18 15	13 22
3 7	16 11	24 27	8 11	9 18	25 18
19 15	6 10	11 8	27 31	15 11	Drawn.
10 19	31 27	4 11	11 15	16 19	J. Yates.

(4) 20-24, 27-20, 10-15, 20-16, 1-5, 16-12, 9-14, 12-8, 14-18, 8-3, 18-23, 11-7, 23-30, 22-17, 2-11, 3-7, 18-22, 7-23, 22-26, 23-27, W. wins.—J. Smith and T. Smith.

(5) 2-7, 8-12, 27-24, 18 15, 24-20, 23-19, 20-24, 19-16, 24-20, 16-11, 7-16, 12-19, W. wins.—W. Dickinson.

(6) 8-11, 24-19, 23-16, 14-30, 11-15, 13-17, 21-14, 9-18, 15-22, 30-21, 16-11, 2-6, 11-7, 6-9, 7-2, 9-13, 2-6, 21-17, drawn.—J. Yates.

(7) 22-17, 13-22, 14-17, 22-26, 17-13, 9-14, 18-9, 5-14, 13-17, 7-10, 17-22, 26-30, 22-17, 30-26, 17-13, 16-11, 13-9, 14-18, 25-22, 18-25, 29-22, 26-17, 21-7, 11-2, drawn.—J. Yates.

## Game No. 58.—WHITE DYKE.

11 15	26 10	9 18	27 18	15 18	28 24
22 17	6 15	23 14	19 23	11 15	16 20
8 11	29 25	15 19	18 14	18 22	23 19
†17 14	4- 2 6	22 18	23 26	15 19	17 14
10 17	31 26	7 10	14 10	22 25	19 15
21 14	6 9	14 7	26 30	32 27	30 25
9 18	26 23	3 10	10 7	25 30	15 11
a) 23 14	9 18	25 22	30 26	19 24	25 22
1) 12 16	23 14	10 14	7 3	26 22	27 32
2) 25 22	1 6	18 9	8 12	27 23	Drawn.
4 8	30 26	5 14	3 8	12 16	
3-*24 19	6 9	22 18	11 15	24 27	Barker and
16 23	26 23	14 23	8 11	22 17	Freeman.

(a) A powerful move; 6-9 is not so strong, but draws.

(1) 4-8, \* 24-19, 15-24, 28-19, 11-16, 26-23, 6-9, 31-26, 9-18, 28-14, 16-23, 26-19, 8-11, 25-22, 11-16, 27-23, 16-20, 32-27, 1-6, 29-25, 6-10, draws.—Tescheleit.

(2) 6-10, 25-21, 10-17, 21-14, 1-6, 29-25, 6-10, 25-22, 10-17, 22-13, etc., draws.

(3) 29-25, 6-9, b-24-19, 16-23, 27-18, 8-12, 28-24, 12-16, 24-20, 16-19, 32-28, 1-6, 14-10, 7-23, 28-24, 19-28, 26-1, 9-13, 25-21, 28-32, 30-26, 32-28, 22-17, 13-22, 26-17, 28-24, 17-13, 24-19, 1-6, etc., draws.—R. Stewart and W. Beattie.

(b) 26-23, 9-18, 23-14, 1-6, 30-26, 16-19, 24-20, 6-9, 14-10, 7-14, 27-23, 3-7, 23-16, 8-12, 32-27, 12-19, 27-23, 11-16, 20-11, 7-16, 31-27, 9-13, etc., B. wins.—A. Hunter.

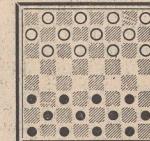
(4) 8-12, 31-26, 12-16, 25-21, 1-6, 22-17, 15-18, 30-25, 16-19, 17-13, 11-16, 21-17, 6-10, 25-21, 18-22, 27-24, 22-31, 24-6, 2-18, 32-27, drawn.—Martins and McKerrow.

WHITE.

32	31	30	29
28	27	26	25
24	23	22	21
20	19	18	17
16	15	14	13
12	11	10	9
8	7	6	5
4	3	2	1

BLACK.

WHITE.



BLACK.

*Ninth Edition, now ready, 12mo., Cloth, price, 50 cents.*

## A Complete Guide to the Game of Draughts.

Giving the best lines of Attack and Defence in every Opening  
with copious Notes and Variations;

### BEING INSTRUCTIONS TO STUDENTS & LEARNERS

On the most scientific Methods of Playing the various Games.

By JAMES LEES, DALMELLINGTON, SCOTLAND.

Also, *Selected Useful Positions, by various Authors.*

### WITH AN APPENDIX.

This work embraces **40** different Openings, and gives over **1,300** Games and Variations, besides many Notes, pointing out wins, draws, and notable play, and also gives the strongest lines of attack and defence in every Opening.

In addition to what is found in other books, a chapter on Irregular and Weak Openings is given, which is a novel feature, the "Laird and Lady Refused" and other Openings not being found in other books.

May be obtained at the published price through any bookseller in the United States or Canada.

Send for it at once! *The Best Work on the Game ever published!*

Recently Published, beautifully bound in Bevelled Covers,  
Gilt, red edges, price, \$1.50,

## THE BRITISH DRAUGHTS-PLAYER

*Being a Course of Studies on the Practice of the Game.*

BY VARIOUS AUTHORS.

TO WHICH IS ADDED

### AN APPENDIX OF CORRECTIONS & IMPROVEMENTS OF PLAY.

This elaborate and wonderful work gives instructive Notes on the Games, by the most eminent Players and Analysts. It contains 418 pages of the finest play, selected from all the most noted authors, and has an extended Analysis of every Opening. There are thousands of Games, Variations, and Notes; shows the Best and Strongest lines of Attack and Defence; points out the weak moves and the lines to avoid; Plain Instructions for Learners; the finest and most brilliant play of the Masters, Illustrated by hundreds of Diagrams showing scientific and beautiful End-games.

Mr. Chas. Hefter, of Chicago, the eminent American player, says. "Every chapter of these Openings is worth a dollar."

\* \* Order through any bookseller, or will be mailed free on receipt of published price by

F. WARNE & Co., Publishers, 36 E. 22nd Street, New York City.